THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

£4.50 ■ OCTOBER 1995 ■ ISSUE 76

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Unmissable!

Brilliant software! Unique programs! And it's all-but free! Your expert-guide to Public Domain, shareware, Aminet and the Amiga starts here...



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Two astounding demos – one keeps your files in order, the other can keep your orders on file



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Manyk enter the fray – we're all Doomed...

Shapeshifter

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Get more out of gaming and discover how control can be everything

Technosound Turbo 2 Pro



GloomCD32



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amiga 4000

a4000 tower



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.... award winning amiga peripheral manufacturers ....

GVP

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Power Computing Ltd are now the official joint owner and manufacturer of Great Valley Products Inc. For more information, please call 01234 273000.

a4000 68060

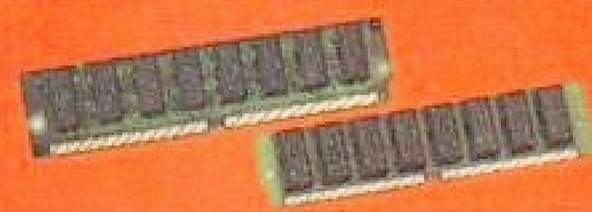
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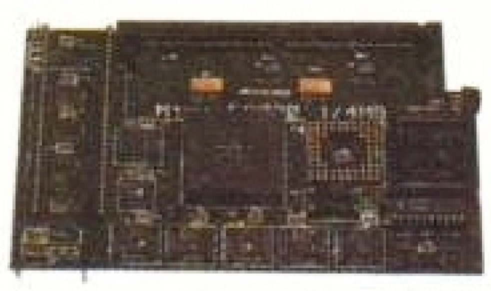
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AMIGA FORMAT

ISSUE 76 ■ OCTOBER 1995

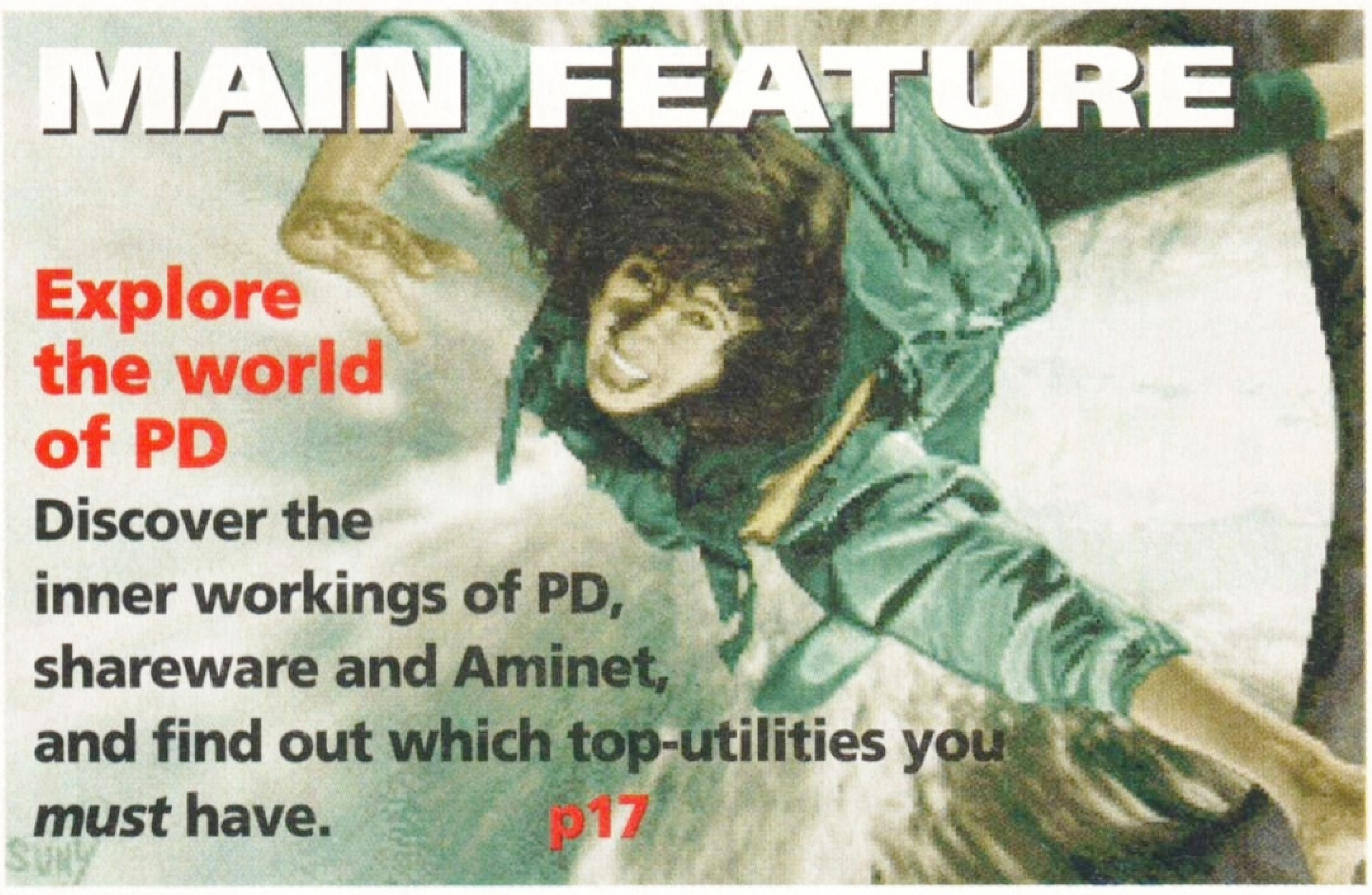
AMIGA NEWS



Amiga Technologies UK are set to handle and distribute a new, low-cost, virtual reality headset.

New virtual reality glasses on sale in UK; price of new Amiga-bundles confirmed... p10

MAIN FEATURE



Explore the world of PD

Discover the inner workings of PD, shareware and Aminet, and find out which top-utilities you *must* have. p17

SERIOUSLY AMIGA

SCREEN PLAY

Page 37



Fears p45

Another Doom-clone has hit the Amiga-market. Could it be better than the original?

Every new Amiga game reviewed and rated!





LEFT: If Tolkien was alive today, he'd play Odyssey.
RIGHT: Meet frogs,, security droids and strange creatures in Exile CD32.

Coverdisk A: Info Nexus 2 and Data nexus p140

Keep your files in order with *Info Nexus 2* and catalogue multimedia with *Data Nexus*.



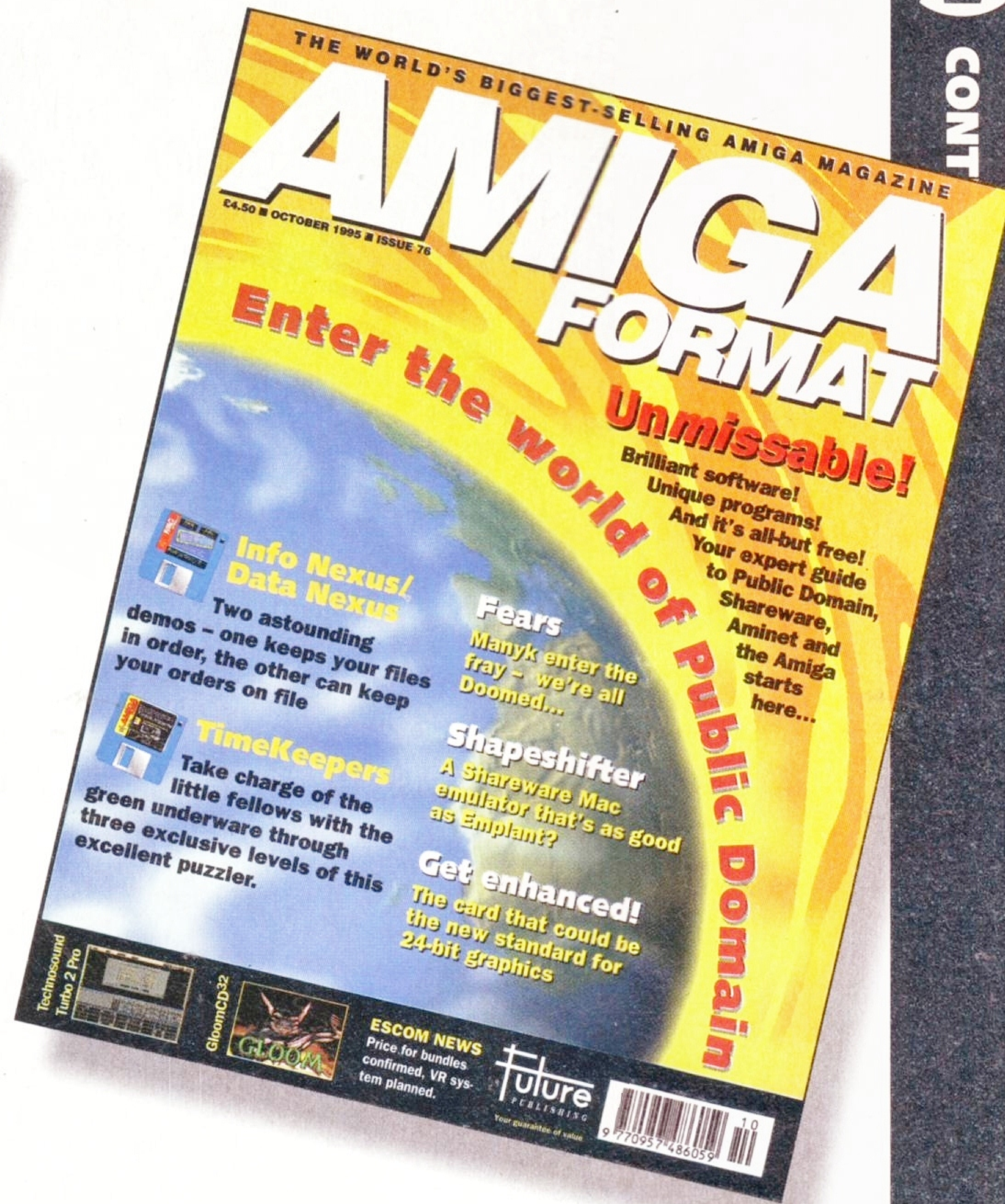
PLUS

Six more essential utilities: *Account Master*, *Class Action*, *Chronicle*, *MagicWB* and *Sleeping Pointers*.

Coverdisk B: TimeKeepers p138

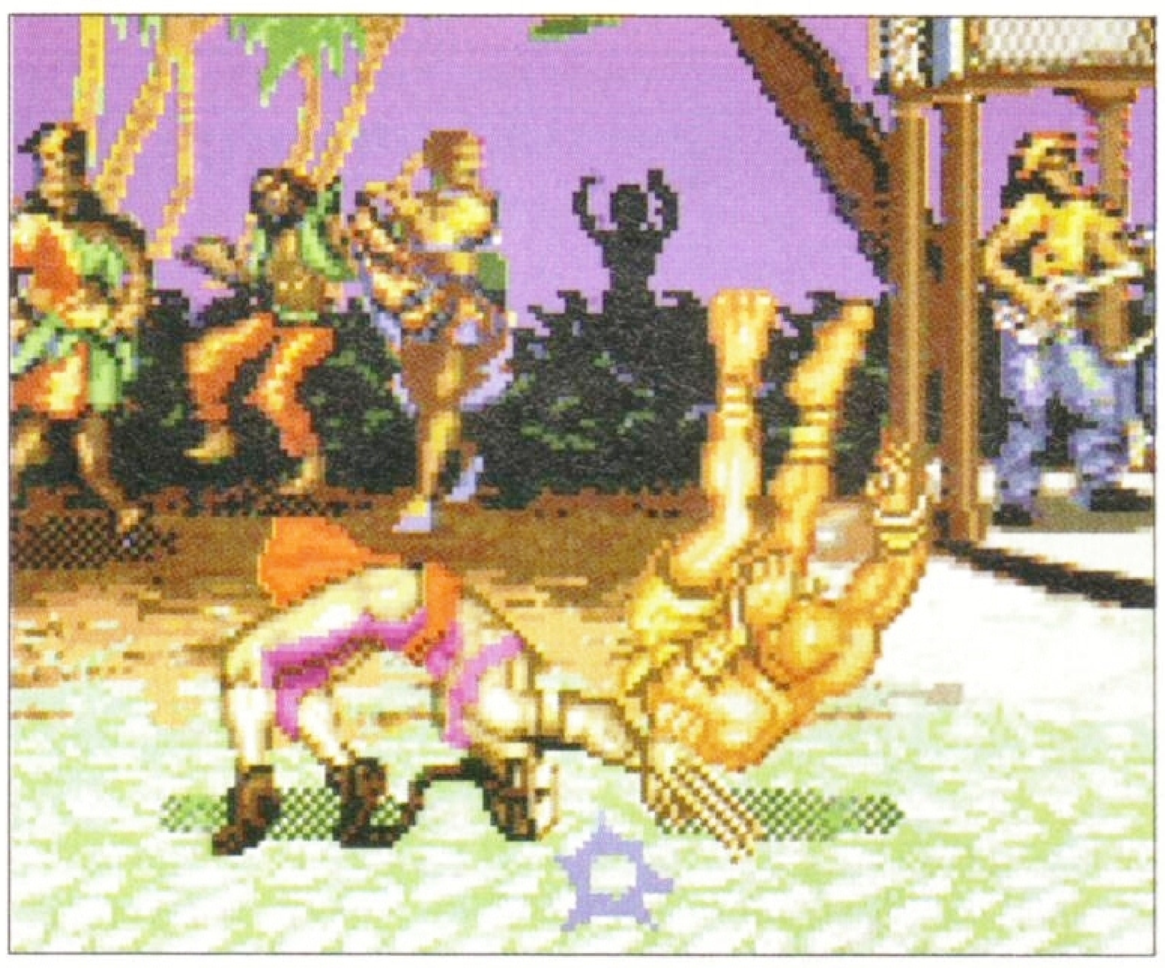
***TimeKeepers* could be best described as a cross between *Lemmings* and *Valhalla* in a maze... in the dark! Patience, forward-planning, mixed in with a bit of coordination, lateral thinking and plain logic is all that is required.**

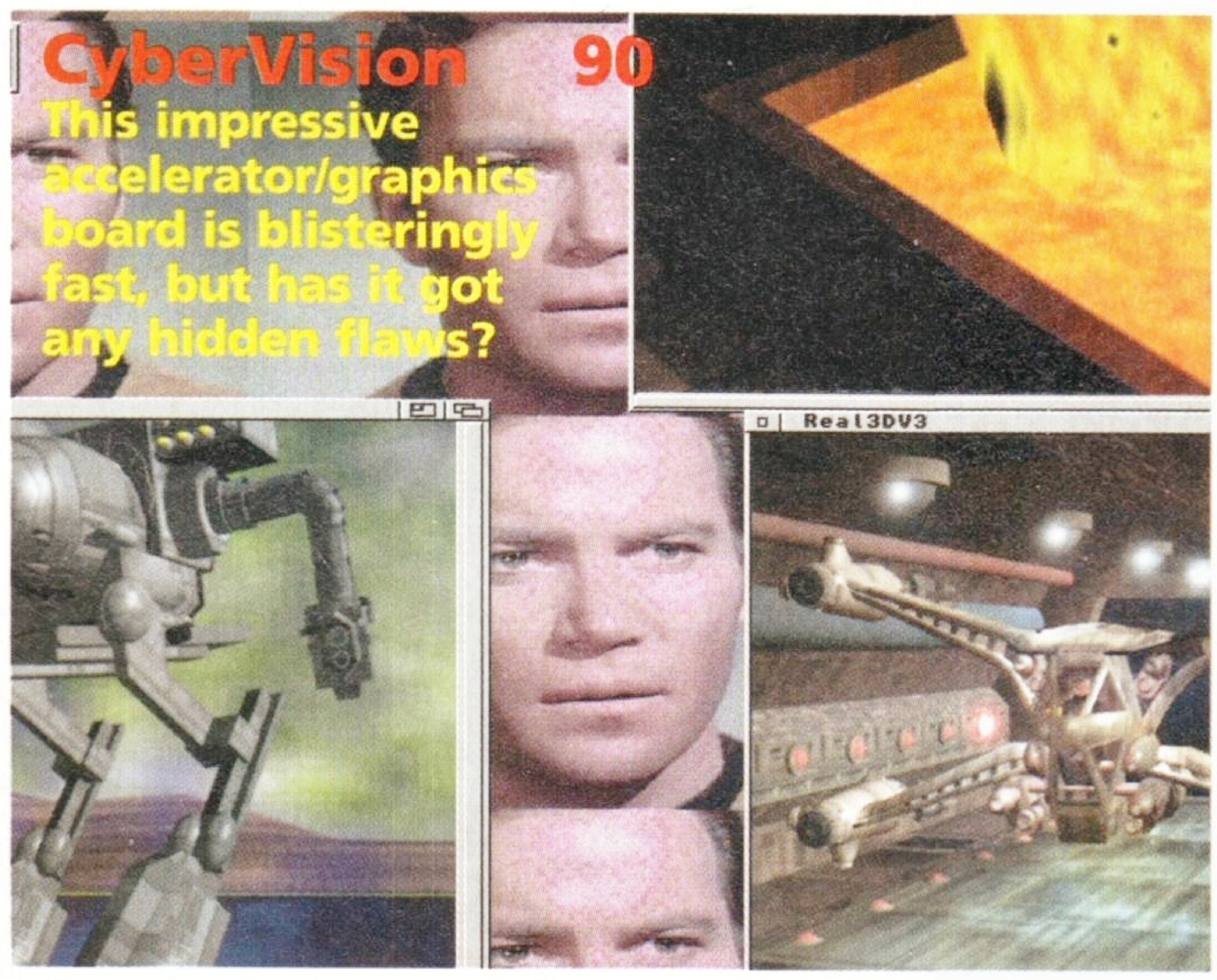




IMPROVE IT! p29

With a little thought in the design-period of a game's development, they can be vastly improved. Find out what we think in the first of a series of games features.





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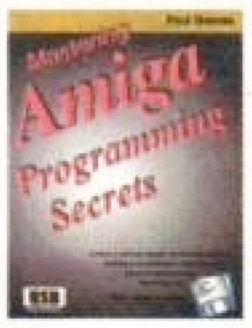
All Modems Are BT Approved

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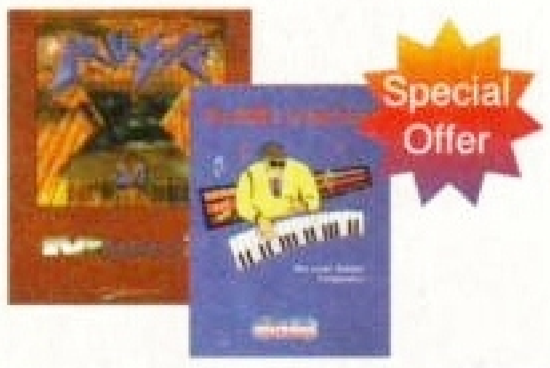
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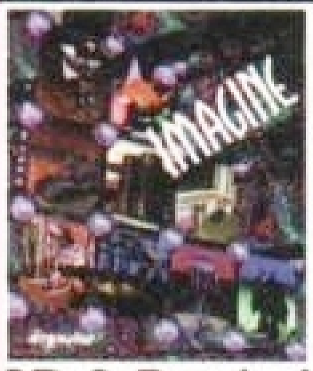


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This Month In View

The man in the corner with the huge mail sack, Nick Veitch, is your host for yet another edition of the best Amiga magazine.

AMIGA FORMAT 76 OCTOBER 1995

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Future Publishing

One of the best things about working on *Amiga Format*, apart from getting to play all the games, fiddle with all the serious stuff and ordering Linda to make the coffee, is that we rarely run out of clip-art – because we can easily generate our own. This globe was rendered in *LightWave* in a little over an hour, *DPaint*, *Brilliance* and *Photogenics* have proved slightly more than invaluable in the past too.

You will no doubt be as pleased as I am to see that we have another *LightWave* plug-in reviewed this issue, as well as something that will be a lot of use to graphics-fans, the CYBERVISION graphics accelerator card. We have been waiting some time to give this the thorough going over that it deserves and you can see what we made of it on page 90.

Of course, the trouble with having a load of graphics software is that you soon run out of space to keep the graphics you generate. Well, with this in mind, we have a round-up of mass-storage devices on page 92, including a few unusual devices, and a full review of the IOmega Zip drive on page 95.

As if all that weren't enough, there are some more excellent CDs out and we also take a look at *Tecnosound Turbo 2 Pro*.

The big game-release of the month is Manyx's *Fears*. As you can tell, we were a bit bowled over by how good *Gloom* was last issue – but could *Fears* be even better? Well, I'm not going to tell you – you'll have to read the review on page 37. It is enough to say that we spent a great deal of time playing both games before we made our decision and it was quite remarkable to see how different they could be in their approach to what is after all, a very narrow genre. Only Team 17's *Alien Breed 3D* is left to complete the trio and, hopefully, we will be able to bring you a review of that next month.

Another Team 17 title we were hoping to see this issue was *Speris Legacy*, but it was not to be. See the news pages (starting on page 10) for more info.

Something which did make it this month is the rather fantastic *Odyssey*. Regular readers will no doubt still be ploughing their way through the excellent demo on last month's Coverdisk, but Steve McGill has been playing the full version and annoying everyone with chants of: "Size of a mongoose" or some such nonsense.

I hope you enjoy this issue and maybe I'll see some of you at the LIVE '95 show.





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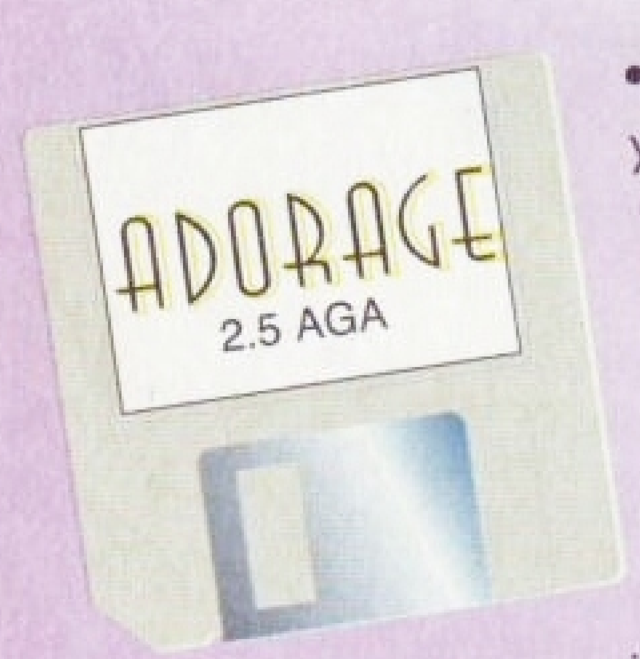
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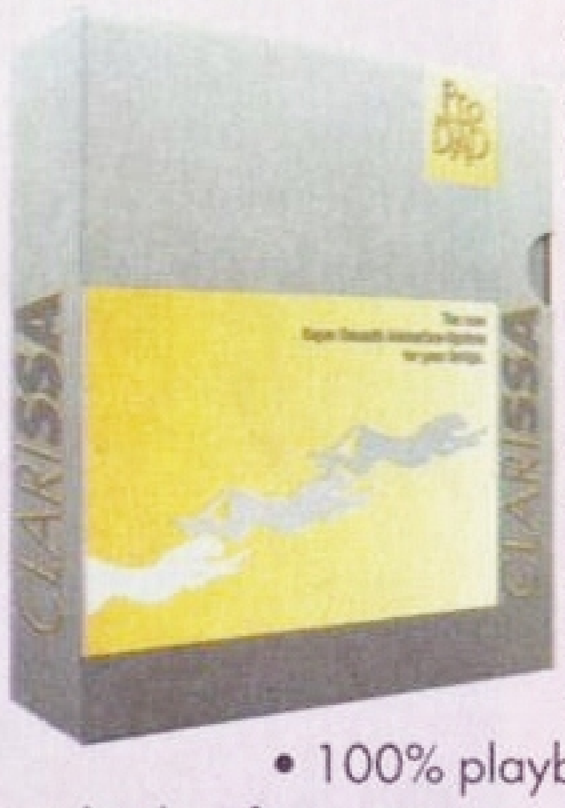
- 10 more 3D effects with parameters for your own creations.
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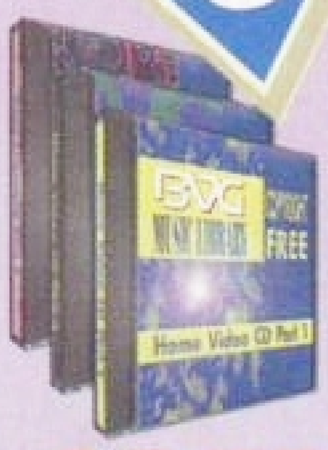
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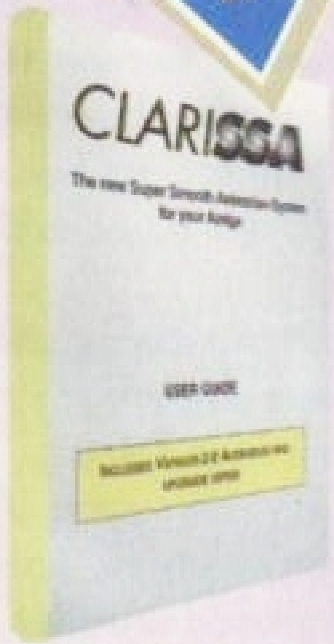
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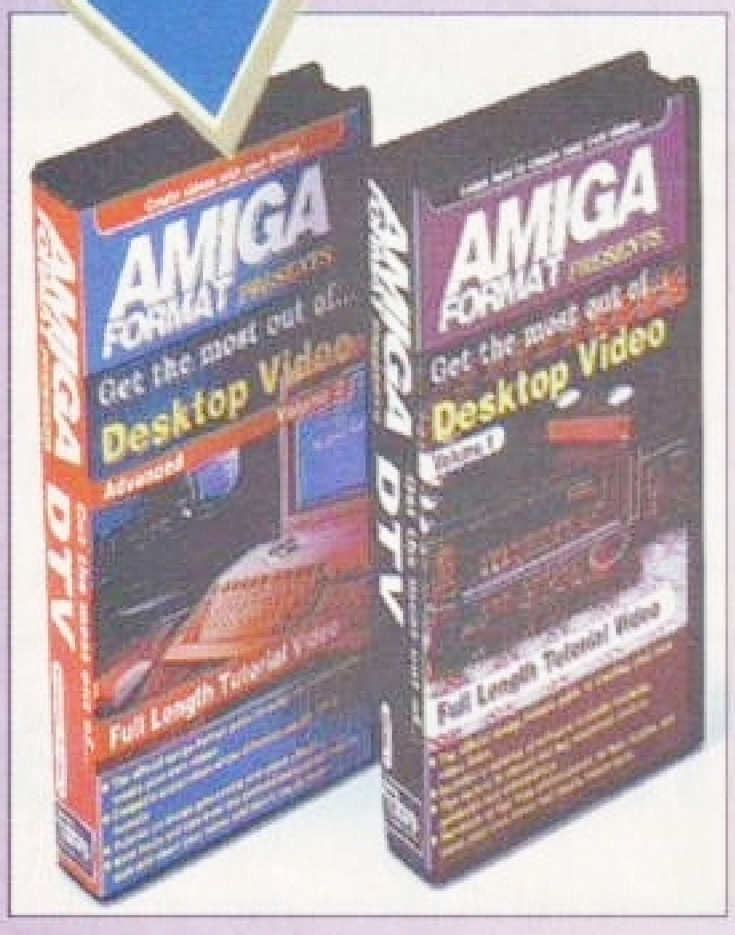
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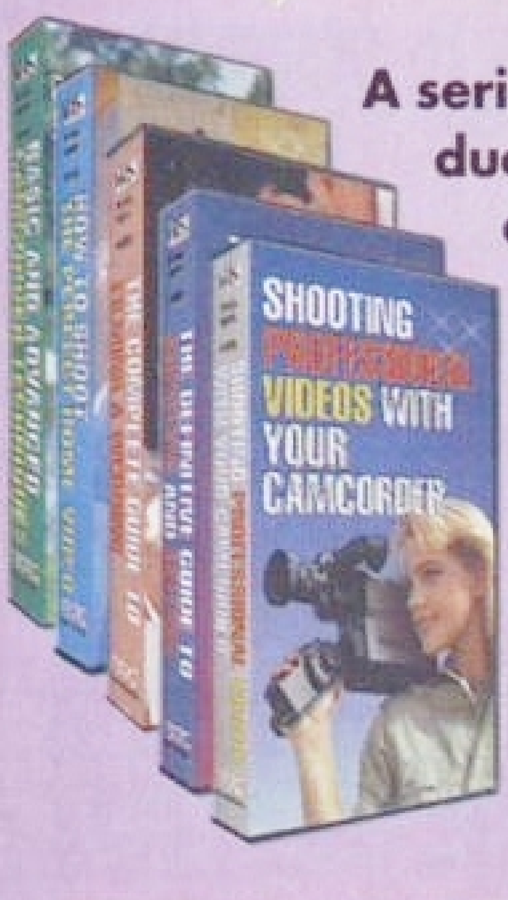
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A very humble apology?



It could be great, but would you want us to write the review based on a few hours worth of playing?

It was impossible for us to review the exciting looking *Speris Legacy* in this issue of *Amiga Format.* Impossible, because we couldn't agree to write our review based on a few hours of playing an unfinished version of the game. Similarly, we are not yet able to bring you *Alien Breed 3D,* which was scheduled to be reviewed this issue.

Team 17 felt unable to leave us a full copy of either game until release was imminent. "We are not willing to leave copies behind, unless the game's literally days from release," said Martyn Brown in a fax to us. Which is only reasonable if there is any possibility that the game might be changed. The only way we could review the game was if we played it under supervision – which would necessarily limit the amount of time we had to play it.

It may seem odd to our competitors in the Amiga-market that we always have had, and still continue to cling on to, our values. *Amiga Format* will go to whatever lengths necessary to make sure that the reviews we publish are written to an exacting standard of truthfulness and honesty. It just simply isn't possible to do this based on seeing a game, especially one like *Speris,* for just a few hours.

Sadly, this means that we were completely unable to bring ourselves to plaster "Exclusive Team 17 RPG, *The Speris Legacy*" over our cover, write the review as though we had looked at the whole game and end up giving it a "considered" verdict. Our, obviously inferior, reviewers would be hard pushed to write so many words about a game they had hardly seen, with or without the presence of Team 17's Public Relations Manager, Alan Bunker.

It seems that the reviewers on *Amiga Action* may be more experienced in this sort of endeavour, as they not only managed to do all these things, but have actually managed to compose four pages of review, based on what Alan Bunker told us was a visit lasting around four or five hours.

Our hats are off, our heads are bowed. If only we could take our responsibilities so seriously.

SyQuest steps up to 135Mb

SyQuest have developed a new removable data-cartridge, called the EZ 135. Despite measuring just 3.5 inches, the same as a floppy disk, each cartridge can hold up to 135Mb of data.

With transfer-rates equal to that of an average hard disk (sustained transfer of 2.4Mb/sec) and a price of £179, you can expect that this drive will soon become popular.

AMIGA FORMAT news

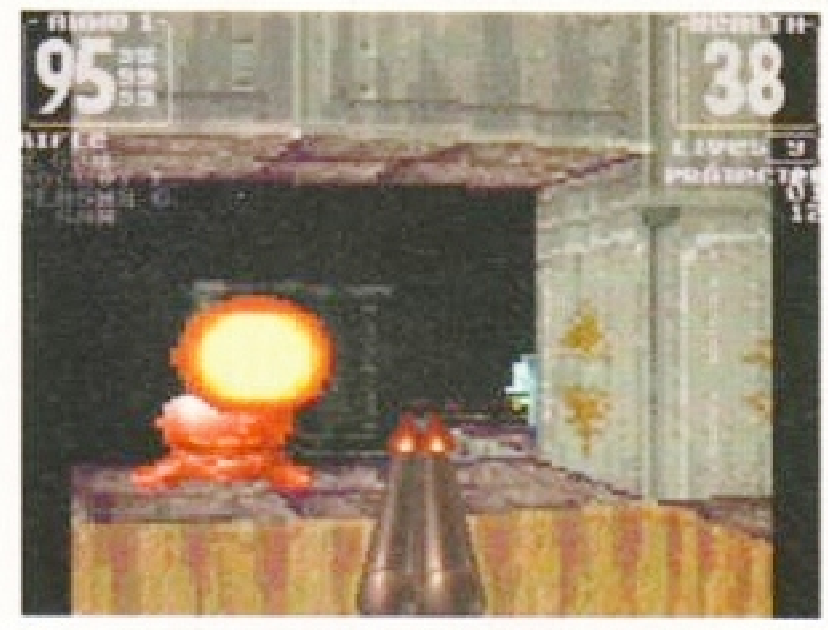
Bundles

Amiga Technologies have finally come clean on the price and specification of new Amiga-bundles intended for release in the final week of September.

Initially, there will be two bundles. Each will consist of two games and several units of productivity-software. The difference between the two packs lies in the inclusion of a 175Mb hard drive.

Price for the pack without hard drive is set at £399. The more practical HD-version will cost £100 more at £499.

While the general consensus in the industry is that the bundle is priced on the high side, considering market-conditions, optimism still remains that the pack will do well.



Fears must be in the running for inclusion in the new Amiga bundle

Jolyon Ralph, Technical Director of Almathera said the he was "a little disappointed," because the price would be perceived as too high among consumers. But he reiterated the belief

Return of the Amiga

The long wait is over, and finally the Amiga is returning to these shores. Amiga Technologies will have 60,000 A1200 machines manufactured for sale during the Christmas period.

The first public outing of the new batch of A1200s will be the LIVE '95 consumer electronics show in London's Earls Court.

The Amiga will appear alongside 'Next Generation' consoles and 'multimedia' PCs on the Future Publishing stand, where visitors will be able to play games and test out the new hardware for free.

Members of staff from your favourite magazines will also be on hand at various stages to deal with any (hopefully not too difficult) queries.

The LIVE show is usually well attended by average consumer-types, and will be an interesting acid test to see how much interest the Amiga will generate when placed alongside some stiff competition.

The last time Commodore appeared at this venue it was to show off the CD^{32}, which received a great deal of interest.

The show will run from the 19th to the 24th of September and tickets are available in advance from the organisers on 0171 3964545.



The A1200 makes a welcome return at the LIVE '95 show in September.

Unleashed

that the software-bundles are going to be the crux of the machine's success.

"No other platform offers such high-quality software at such a low price." Amiga Technologies UK will use this maxim as the basis of their sales and marketing drive.

High-street chain, Game Ltd, look likely to welcome the new bundles, although they have expressed reservations at the high price.

With no details on the specific titles included in the bundle, Game Ltd remain cautiously optimistic. "The Amiga is a cracking game-machine and there is a good, healthy market for it."

Indeed, throughout the past 18 months, Game have continued to support and stock Amiga-software.



Almathera's *Photogenics* is certainly one piece of creative software that shows off the capabilities of the A1200.

Virtual Dreams



Mainstream Virtual Reality for the home could be a step closer, thanks to this new headset from Virtual Products, a subsidiary of Escom.

Amiga Technologies UK is set to handle and distribute a new, low-cost, virtual-reality headset, developed by Escom subsidiary company, Virtual Products GmbH.

Known as Virtual i and weighing in at a minuscule eight ounces, the glasses will be compatible with all major gaming systems, as well as the Amiga.

Creating the effect of a large, virtual screen in front of the viewer, the glasses can also be used to view television and video and provide Hi-Fi stereo through user-adjustable earphones.

Negotiations with Manyx, the creators of *Fears*, are still in progress regarding a virtual reality version of that game. If successful, it could herald a new era of 3D-engines for Amiga-games.

The Virtual i glasses have been on sale for six months in the US and have been taken up by several major retailers there. Public interest is said to be "high".

Current competition in the UK includes the recently-released Virtual Boy of Nintendo's and Atari's Jaguar headset.

Now turn to our review of Fears on page 45.

ESCAPE FROM REALITY!

Raytracing fans will soon be able to get their hands on the rather excellent *REAL 3D classic* by simply walking into the newsagents. In an amazing deal, *Amiga Format* will be covermounting the original, solid, modelling software on the November issue, complete with a tutorial booklet. Reserve your copy now – it's sure to be a sell-out!



Incredible images can be generated on a 1Mb machine.



Amiga Technologies ration information

Amiga Technologies UK have made the decision to release the most up-to-date information on Amiga product-releases, strategies, price points, and so on, solely to trade magazine, Computer Trade Weekly (CTW).

The reasoning behind the decision being that CTW is a trade magazine and that retailers and the industry need new Amiga-related information first. CTW has a controlled circulation of 6,500, at least sixteen times less that of *Amiga Format*. Just what percentage of this 6,500 readership are interested in the Amiga is debatable, but it's certainly not 100 per cent.

The move is an attempt to rationalise the flow of information, but belies the importance of the Amiga magazines and their readers. Should CTW have first dibs on all of the Amiga exclusives, or should you, our readers? Whatever you think, write to us at the usual address and mark the envelopes "CTW Quandary".

AMIGA

Should Amiga magazines and their readers be the last to know about new developments?

PROFESSIONAL PAGE TO MAKE A COMEBACK

One of the Amiga's most popular, budget DTP-packages has come back from the grave. *ProPage 4.1*, previously discontinued by American developer Gold Disk, has been upgraded and is now available from LH Publishing for £49.95.

Purchasing the program will also get you a free, three-month subscription to the Amiga DTP-magazine EM, as well as a tutorial-book written by *Amiga Shopper's* Larry Hickmott. Call 01908 370 230 for more information.

The Smith Column



There has for some time been an argument, bantered between old-time computer-users, that the old games were somehow better than the games of today, because there was "gameplay, gameplay and more gameplay with no flashy movies, stereo-sound, 3D-image mapping, Garoud shading or movie-like values to get in the way".

This argument is often countered with the: "Shut up, you old fossils, stop trying to recapture your youth; you sound like my Uncle Jim talking about football in the 1970s. Everybody who hasn't got their heads stuck up a dark passageway knows that the new games are the best, because they've got movie...". You get the point...

And there - aside from the liberals who would have us believe that as long as we can rap about it for long enough, we'll forget the initial question and be friends – the argument seems to come to an abrupt halt. The reason for this argument seems lost as much in the midst of time, as the winning strategies to Frogger.

It's unlike the: "My Amiga is better than your ST" argument that was all the rage when the Atari ST roamed the planet in any great numbers. This was to do with some kind of financial investment on the part of the owners.

Shut up, you old fossils, stop trying to recapture your youth; you sound like my Uncle Jim, talking about football in the 1970s.

It has nothing to do with the: "Die, Amiga Die!" flames happening in the news groups at the moment – this is purely to do with ignorance on the part of the PC- and Mac-owners who have to make themselves feel cool before the next massively expensive O\S upgrade happens along.

No, this games-argument has to do with the relative ages of the people involved. It's as simple as that – we're developing the first micro, home-computer generation-gap. Now does this mean that we're all growing up? Or is it some kind of historical inevitability that means that old farties will rush to their childhoods as soon as the mortgage gets too big?

"Why the hell are you asking these unduly philosophical questions, Smith you fool," you're asking yourself? Quite simply because I have developed a new rule of life for you to consider. It runs like this: "For every 8-bits over your original computer-spec the current "state-of-the-art" is, you add 10 years to your attitude".

It works, look at those people who began life with a C64 or a Speccie, and then look at Amiga-owners who were saying that Manic Miner was the game to end all games and who was saying that Batman was the ant's appendages?

Now look at the flak that CD32 owners took when they started getting into their thing? ("They're just toys; what a waste of 32-bits; nah, they didn't want to do that.")

The reason I bring this up is because it will happen to you one of these days, you mark my words, unless you stop it now that is.

Contact Tim Smith on gashead@cix.compulink.co.uk and timbo@gashead.demon.co.uk

The opinions expressed in this column are not always those of Amiga Format.

Coincidence or Magic? You Decide



Anco have put up a first prize of £500 to test the footballing knowledge of the loggers-on of FutureNet.

A new entry and number one smash in the full-price chart for Anco's *Player Manager 2* coincided with the placement of the industry's first interactive computer-game advertisement on the *Amiga Format* home page of FutureNet.

Designed to let potential purchasers explore the various sections of the game at their own pace, Anco have also put up a first prize of £500 to test the footballing knowledge of the participant and tempt them into checking out all of the ads' associated pages.

Anil Gupta, MD of Anco was pleased to explain why he decided to take this innovative step, "We were eager to present PM2 on one of Europe's busiest commercial Web sites. The 2.5 million hits FutureNet generates each month represents an enormous percentage of the active games playing community."

In the first four weeks of the ads' lifetime, it was accessed over 5,000 times by interested parties who knew full well that it was an advertisement.

Simon Richardson of FutureNet clarified the reason for this: "Up until now games companies have only provided basic information about their products. The *Player Manager 2* interactive advertisement features cash prizes, lists of retailers, review comments and scores, hints and tips, along with detailed game information."

Long hailed as a looming problem for present advertising philosophy and practice, this ad hints at the McCluhan prediction that the customer of the future is a media-sophisticated dude and an active seeker of adverts featuring products they're interested in.

Curious parties can find the first ever games-industry ad on the *Amiga Format* home page located at FutureNet **(http:www.futurenet.co.uk).**

Rough Guide to the **Internet**

If you're tired of logging on to boring Web site after boring Web site, then you should check out the .Net Directory.

Surfers of the Internet will be glad to know that there is now a concise guide to the on-line world – The .Net Directory. This bi-monthly magazine is the progeny of the .Net magazine and provides review-based listings of both the hottest and most boring sites on the net.

The .Net Directory is split into eight sections: Art & Entertainment, Sport & Leisure, Lifestyle, The Net, Computing, Business, Academic and the Bizarre.

Since it's from Future, you can expect high editorial standards. It's out now, so nip out to the newsagents or, if you can't bear the idea of logging off, visit FutureNet at: **HTTP://www.futurenet.co.uk.**

Drop-dead price



TVPaint 3 – the best paint-package ever – has dropped over £170 in price.

Amiga graphics-professionals will be glad to hear that the best paint-package ever has dropped over £170 in price.

The Amiga's premier painting program, TecSoft's *TVPaint 3*, has had its price reduced by over a quarter – from £499.99 to £329.99.

Although this will not bring this excellent product (91% in issue 73) within the reach of most casual users, it should become a much more attractive purchase to graphics-professionals.

The program has a whole host of powerful and flexible features and is available from Emerald Creative on 0181 715 8866. Get your copy now!

Write to CD?

Well, sort of. CD-Write is a new product from Germany that enables you to virtually write information to CD-ROMs.

Of course, the program can't *physically* write to CD-ROMs – you'd need a special drive to do that – it simply fools your machine into *thinking* it's writing to a CD. Copies of the program should now be available from most CD-ROM outlets (such as EPIC Marketing 01793 490988) for a price of around £45.

This program should prove very useful. Imagine being able to save hi-scores, effectively remove unwanted files, alter a file's contents, change its ToolTypes and so on. If this all sounds too good to be true, then wait for a full review in next issue.

Big Audio Dynamite

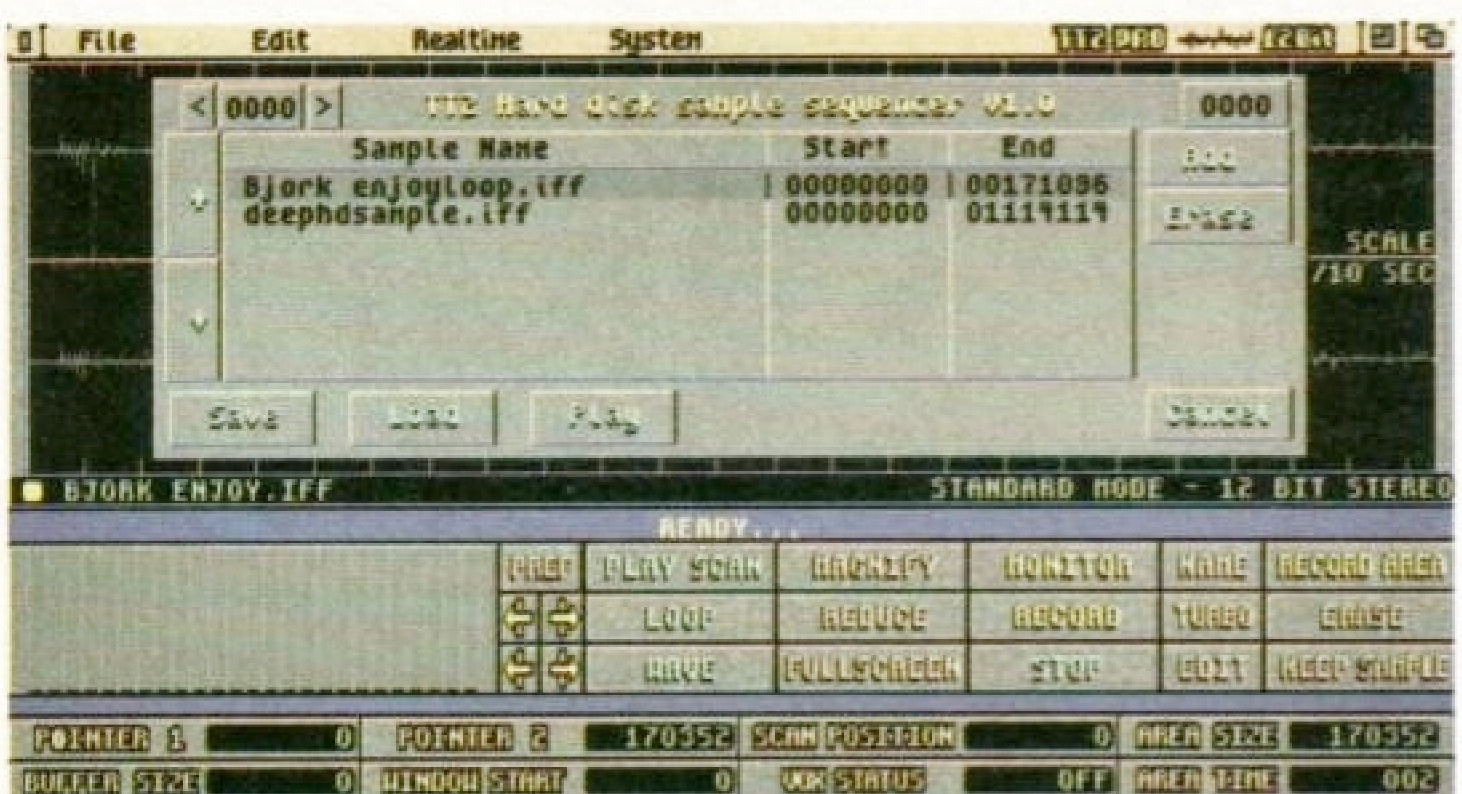
The "Little Gem" Micro Audio Mixer and E.Q. Unit from Gillett Multimedia should help Amiga-using videographers, sound-effect specialists and musicians fix the problem of poor output-quality when recording Amiga-audio direct to tape.

Featuring Hi and Lo equalisation of +/- 12db on the bass and treble content of the sound, the unit also sports controls for stereo positioning – no more hard right and left stereo-panning.

Described as a "very handy little unit" by Maff Evans of *Future Music*, he further extolled its usefulness when used in conjunction with software such as *Music-X*, or *Technosound Turbo*. "Now you can listen to Amiga-music through your Hi-Fi and not suffer the harshness usually associated with doing so."

Format will be reviewing the unit next month. Contact Gilett on 01353 669203.

Now turn to our review of Technosound Turbo 2 Pro on page 107.



With the "Little Gem" Micro Audio Mixer you can now listen to Amiga-music through your Hi-Fi and not suffer the harshness usually associated with doing so.

The Bradford Column



Three of the last four Commodore machines I have owned have been Amigas. It's the one that wasn't, however, that I'd like to talk about today.

My non-Amiga Commodore computer was the 286LT; a portable PC which came complete with 1Mb of memory, a 20Mb hard drive and a shockingly sloth-like screen-update. The price, when it was launched five years ago, was a staggering £2,000+.

It's almost useless now, of course (it is compulsory, when buying a PC, to throw at least another £400 at it every year, simply to keep up with software requirements), but my relationship with that machine, while it lasted, was very special (cue the "Our Tune" music).

I took it on holiday with me and, much to the dismay of the person I shared accommodation with, spent almost every day writing the first draft of a novel: Spectrum Holobyte's criminally-underrated *Wordtris* was kicked into life every few hours at one point in my life and I even managed to get the glorious *Civilization* running (silently and in two shades of blue, but it was still Civ').

I don't use it anymore (cut the music), but I would still – if it was an Amiga. Mmm, there's a thought. It cannot only be me whose quality of life would soar with the advent of such a beast, can it? Imagine taking your Amiga (and your favourite software) with you, wherever you go. You could play *SWOS* on the train, *Syndicate* in the dentist's waiting room, *Theme Park* on the M25 and *Rise of the Robots*... er, on the toilet, probably.

It is compulsory, when buying a PC, to throw at least another £400 at it every year, simply to keep up with software requirements.

It wouldn't just appeal to hard-core Amiga enthusiasts either; with a colour-screen, it really would be the perfect machine for business presentations. Have Digita's *Organiser, Datastore*, a good word processor and a fast spreadsheet pre-installed on its hard drive and watch Psion go scuttling back to writing tennis sims (which they were very good at, incidentally).

I would settle, at a push, for a mono-screen if technical considerations demanded it (the Amiga's AGA colour chipset would probably consume a vast amount of power), just as long as I could sling it under my arm and carry it around with me. Cost? Ooh, about a grand should cover it, now where do I sign?

Yes, I know, it's easy to come up with radical ideas from this side of the workbench, but, it has to be said, so far we haven't heard of many coming from the other side, have we?

Contact Dale Bradford by fax on 01633 896087.



JUNGLE STRIKE: Will EA go back to what they're good at – top-quality Amiga software?



The 3DO's future is not looking bright.

Electronic Arts Refuel Support For Amiga

A drastic loss of profitability for Electronic Arts (EA) in the first quarter of '95 has led to restructuring in the operation and management of the videogame giant.

For the first time in one and a half years, EA have appointed an unknown in-house development team to work on several, unspecified software-projects.

While EA didn't confirm the question of Amiga-specific titles, no denials were raised either.

EA's reluctance to release details on the existence of the new development team has poured fuel on rumours currently burning throughout industry circles that three new Amiga-titles will be released in time for Christmas.

Reasons vary for EA's new strategy. The most likely is the substantial drop in operating profits from $11.9 million in the first quarter of '94, to $843,000 in the same period this year. Crushing results, despite an increase in turnover and sales from 1994's performance.

Major investment in 'Next Generation' playtoys, such as Saturn, PlayStation and 3DO have all taken their toll on EA's profitability.

The decision by WH Smiths to cease stocking 3DO software, combined with Toshiba's withdrawal from manufacture of 3DO has hit EA's bank balance where it hurts and lost their confidence in the new machines.

It therefore seems logical that EA retrace their software publishing steps and retry their hand at a more stable, less volatile, potentially more profitable market; that of the rock-solid, much loved Amiga.

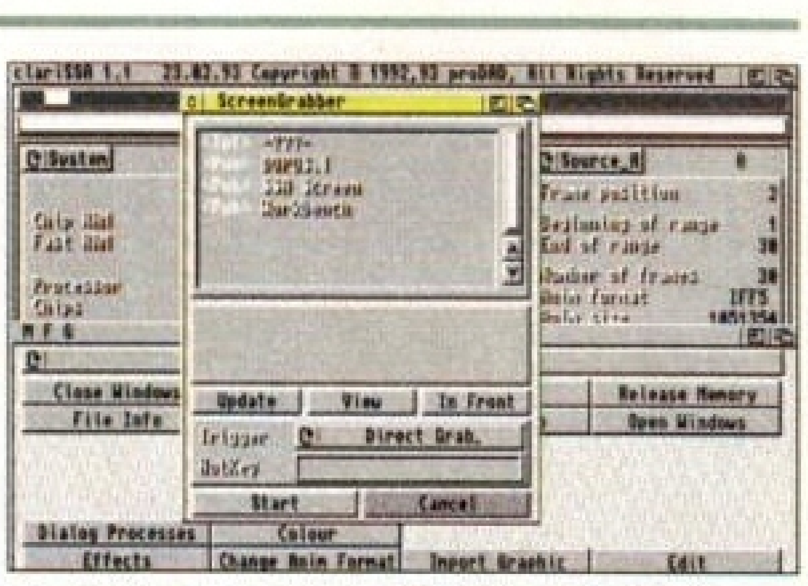
With Amiga Technologies UK ready to roll out Pan-European Amiga 1200 bundles in the next few weeks, thousands of people will join the Amiga bandwagon and increase the attractiveness of an already attractive machine to any would-be developers feeling the strain of overbearing 'Next Generation' overheads.

Even Smoother

BVG (01874 611633) are currently distributing *ClariSSA 3.0 Professional* in the UK (for a limited time) for £49.95 instead of its RRP of £225!

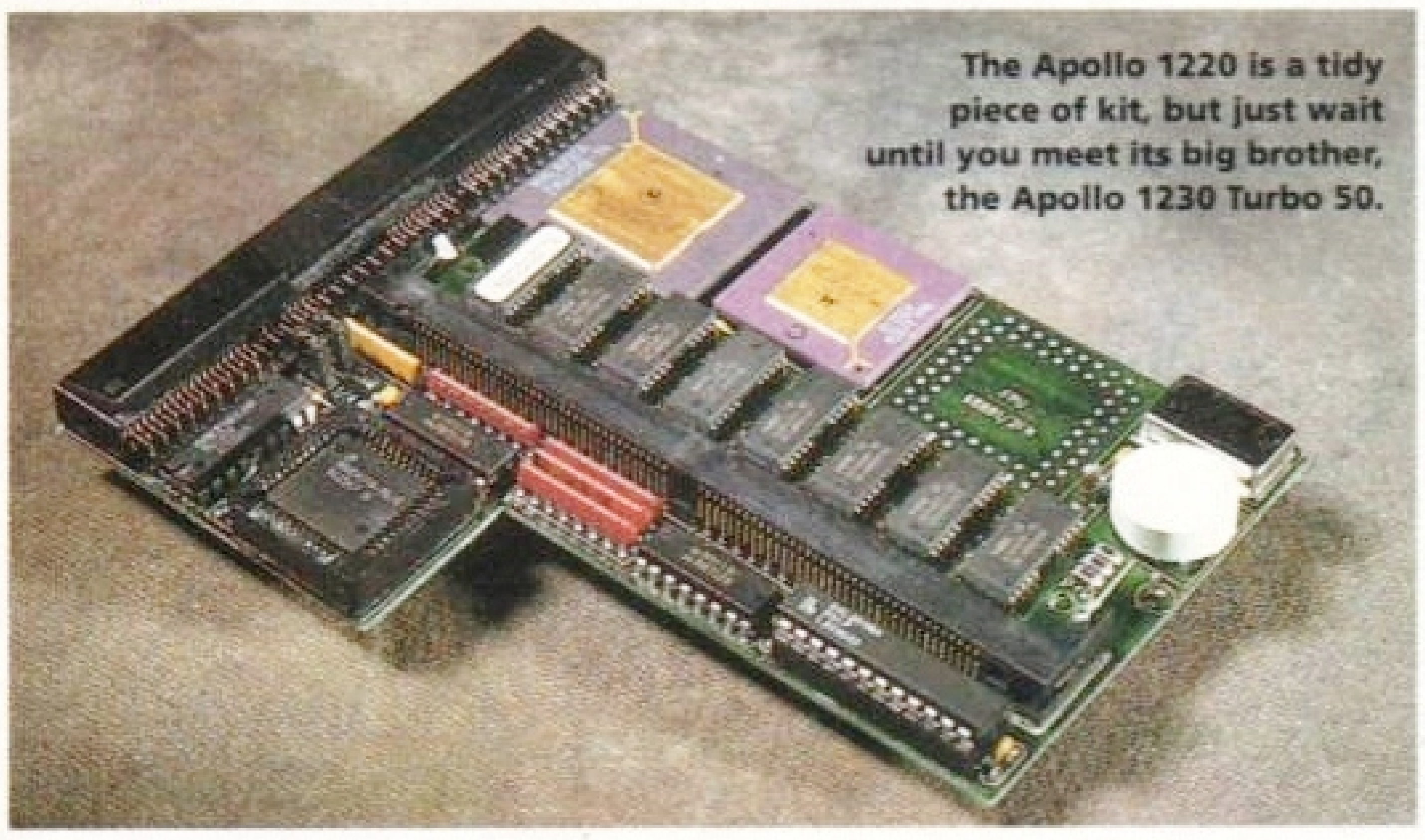
This excellent animation-utility (an earlier version featured as a Coverdisk on *AF61*) uses a Super Smooth Animation technique to enhance the playback of animations, as well as edit them.

The program has become even faster and can also play animations straight from hard disk with truly impressive results. Other features include combining animations on a single screen in real-time, playing animations with unlocked colour palettes, playing animations that contain frames with different formats and sizes and a selection of wipes and fades that are ideal for video-work.



ClariSSA 3.0 for under £50? Yes, it's true!

Apollo Power



The Apollo 1220 is a tidy piece of kit, but just wait until you meet its big brother, the Apollo 1230 Turbo 50.

If you thought this wee beastie was fast, just wait until you meet its big brother, the Apollo 1230 Turbo 50.

If you thought that the Apollo 1220, reviewed last issue, was a tidy piece of kit, you'll be gob-smacked by its big brother, the Apollo 1230.

This A1200 accelerator comes in three varieties: the Turbo 50, Turbo 28 and Turbo 50 light, which cost £269.99, £189.99 and £199.99 respectively.

The 1230 Turbo is supplied with a 68030 running at 50MHz, with an optional 6882 FPU, which also runs at 50MHz. It also has a SCSI-2 controller fitted as standard – most boards have this as an additional option. Up to 64Mb of memory can be added through its two SIMM sockets.

The other boards are similarly specified, but the Turbo 50 Light has no MMU or SCSI interface and the Turbo 28 runs at 28MHz.

To find out more about these accelerators, call Siren Software on 0161 796 5279. Also look out for a review in *AF* next month.

Maximum Overdrive

The Overdrive CD-ROM drive has become so popular that its creators have decided to make it *even* faster.

The quad-speed version of the Overdrive is being stocked at £249 by Silica on 0181 309 1111.

The IDE Overdrive uses the A1200's PCMCIA interface to connect to the Amiga, so there is no need for a SCSI interface.

The drive's quad-speed mechanism has 600K/second data-transfer rate and should retain a high level of compatibility with CD32 games.

Turn your Amiga into an '060 mean machine

Phase 5 System's *Amiga Format* Gold-winning A1200 accelerator, the Blizzard, has just been revamped and given a serious power-boost.



The Blizzard has been given a serious power-boost.

Gordon Harwood Computers (01773 836781) will be distributing the Blizzard 1260 Turbo and 1230 IV boards in the Autumn of this year at prices of £599.95 and £199.95 respectively.

The Blizzard Turbo 1260 uses a version of the processor as used in the phenomenal Cyberstorm A4000 accelerator reviewed in *AF72*.

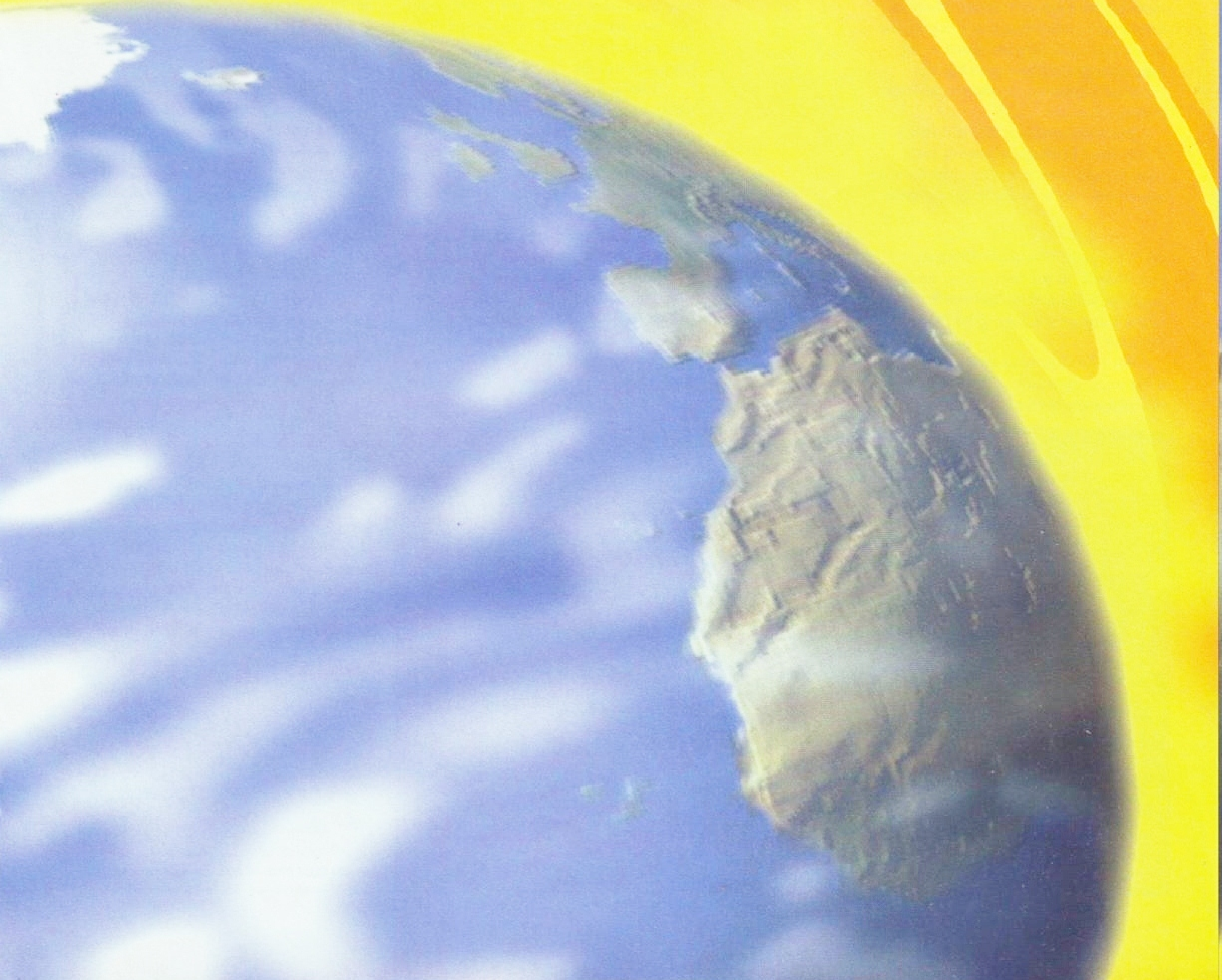
The 1260 will increase the speed of an A1200 to over four times that of a standard A4000. To help retain compatibility with games, the board will feature a 68020 mode.

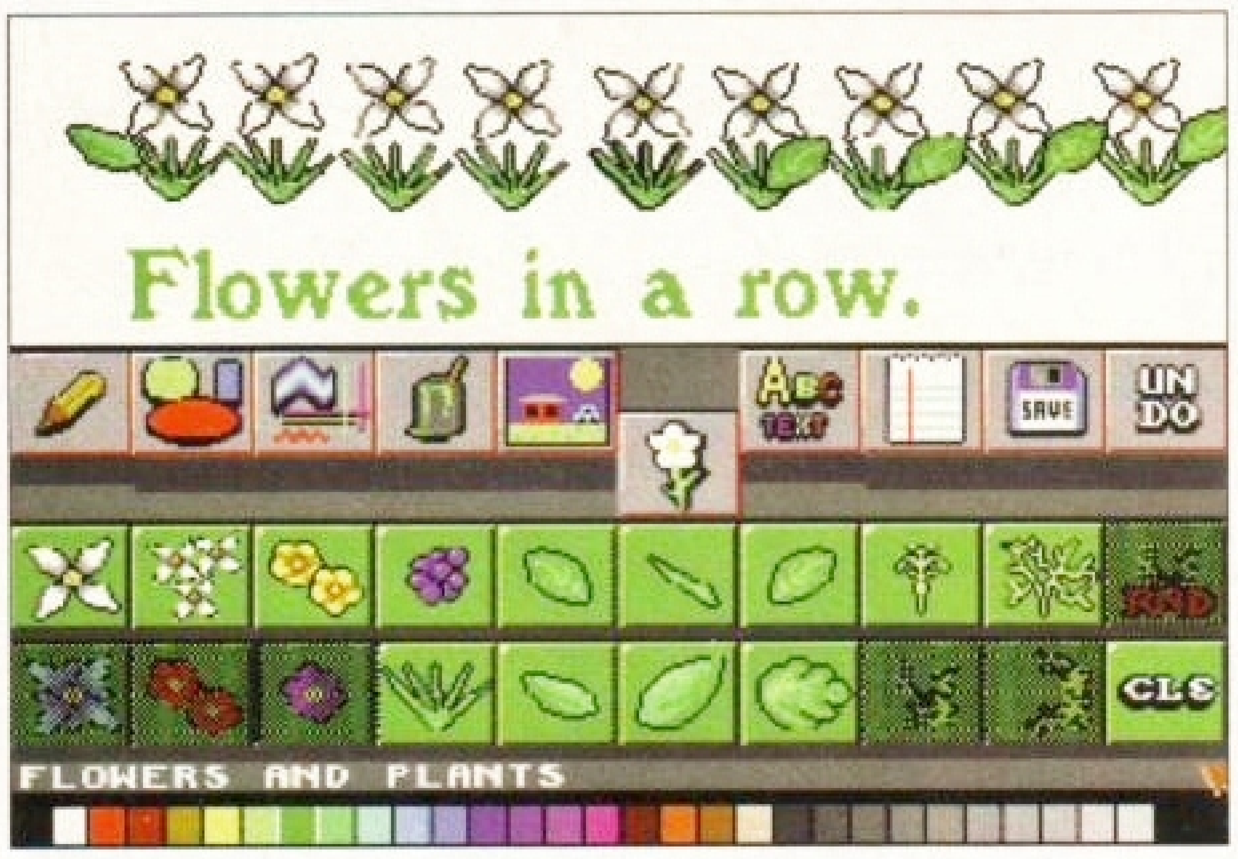
When used with a SCSI-2 controller, available before December, it is possible to add up to 192Mb of RAM. The 1230 IV will offer increased performance at a lower price than the last model and has a new 68020 mode.

A1500- and A2000-owners will not feel left out, because the new 2060 will give similar performance-increases to their machines. This board will also be available in the Autumn and will cost £699.95.

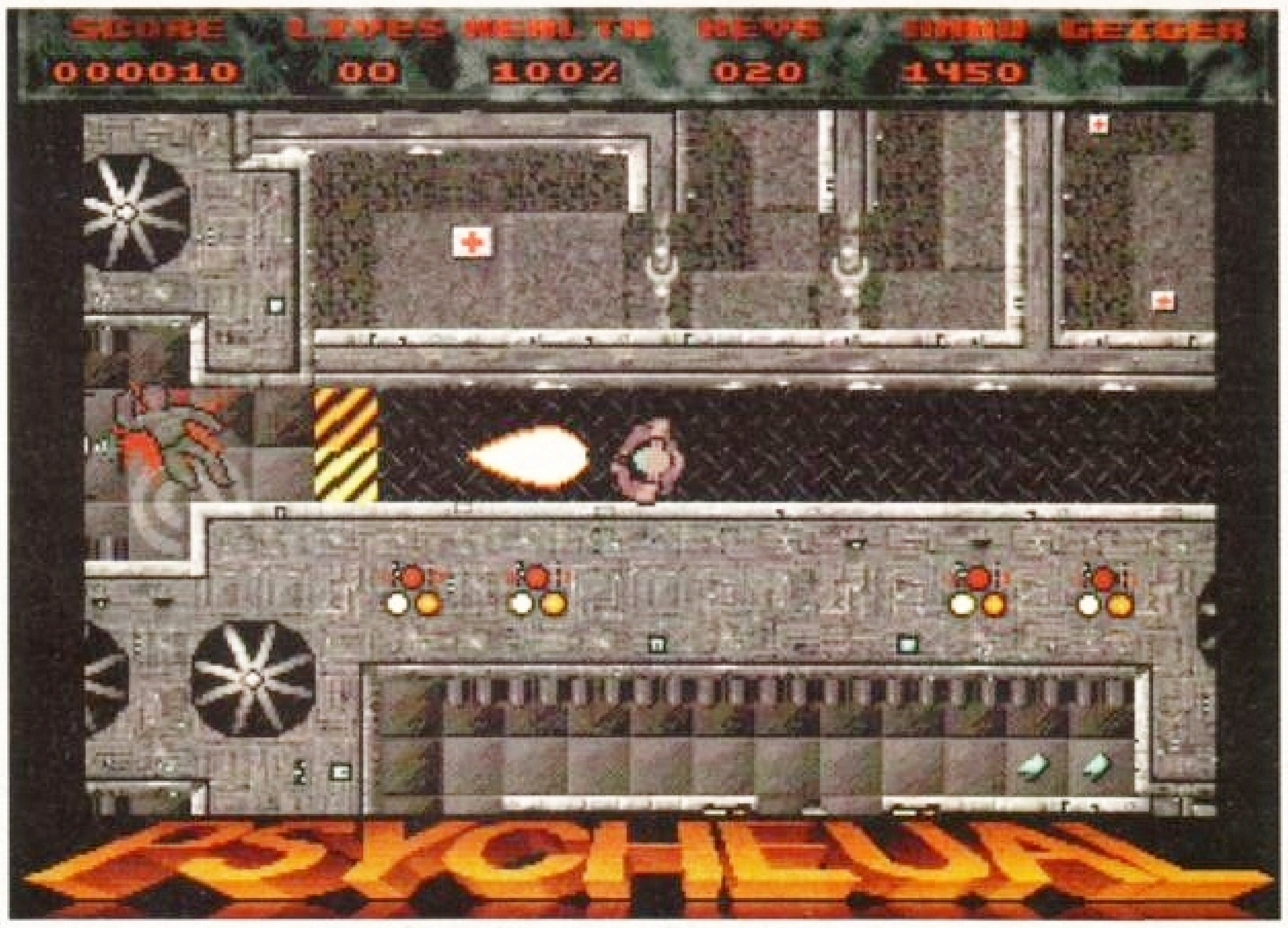
The world of Public Domain

Free software sounds like a dream come true, but it already exists if you know where to find it. John Kennedy take a look to see if anything you get for free is really worth what you pay...





ARTISTIX: A lot of top quality educational software can be found in PD libraries.



PSYCHEVAL: It isn't quite *Alien Breed*, but it's gorier and cheaper.

PD is undoubtedly one of the Amiga's greatest resources and yet one of its least understood. Ever since the Amiga was launched, there has been a wealth of free software following in its wake. From essential utilities to top arcade games, there has always been a vast amount of software available for next to nothing. There is no shame in admitting that it is possible to use your Amiga pretty much to the max without ever having to buy a "normal" commercial software package over the counter.

It is possible to use your Amiga pretty much to the max without ever having to buy a normal commercial software package.

But what exactly is PD? Is it really totally free? Is it legal to copy it from your friends? And if it's free, why does it sometimes cost so much to get hold of?

TANSTAAFL

Or "There Ain't No Such Thing As A Free Lunch" as the saying goes, and you might be surprised to discover that a lot of the software you take to be PD isn't PD at all.

For historical reasons, the term PD is normally used as a catch-all term to describe any programs in your collection which you didn't pay for, pirate, or obtain from a magazine Coverdisk. In a large percentage of cases PD is the wrong term to use, as PD stands for Public Domain which is more than simply a harmless piece of jargon.

If a piece of work is designated Public Domain by its creator – be it a game or a piece of music – it doesn't just mean that you can use it and copy it for your friends for free; it means that the author no longer has any special rights to it at all.

Taking things to the extreme, if I write a game and declare it to be PD, then, when you get a copy, you are allowed to hack into the code, change my name to your own and sell it to a software house for lots of money. You have the right to do whatever you want to do to a PD program, since I have – by passing control into the Public Domain – given up any special claims. PD can therefore be a dangerous and powerful thing, so don't use the term lightly – especially if you are the author.

A great deal of software which you might take to be PD isn't PD at all. The author still holds the copyright (which is automatic, unless it has been designated PD) and therefore he or she has rights to it – however, they may decide that anyone is free to use and distribute the software as long as certain rules are followed.

Typically, these rules include clauses to the effect that the program may not be sold to make excessive profit other than media and associated costs, and the programs may not be modified without the authors consent.

BRING OUT YOUR WARES

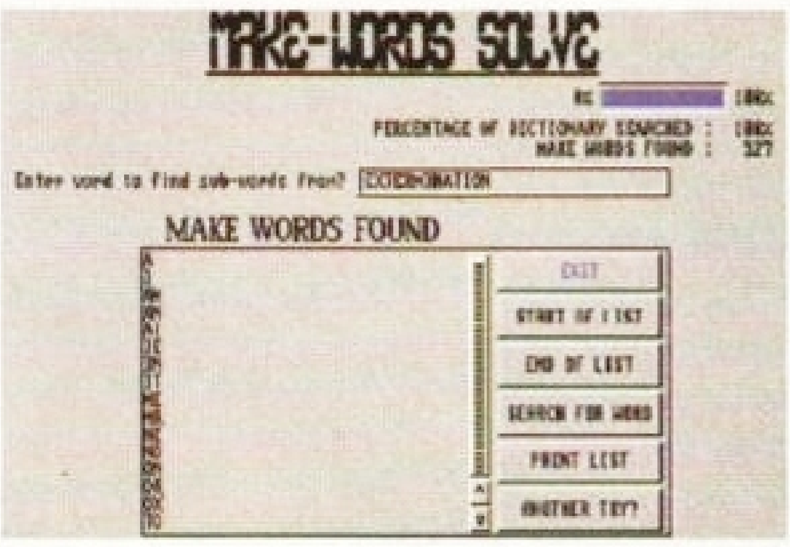
A better term to describe software like this is therefore "freely distributable", in that you are allowed to make and pass on copies, but you must concede that the copyright still lies with the original author. You can't change the program and try to pass it off as your own, because this would infringe the copyright laws.

Perhaps a more honest approach is Licenseware, which is something many PD libraries sell. Software sold under this scheme earns the author a royalty for each copy sold. You can only obtain this software from registered libraries, and you may not sell it yourself or make copies for friends.

Suddenly, we have left the PD world and entered into the realm of low-cost commercial distribution. The library pays for advertisements, postage, distribution and packing (which normally consists of a Jiffy bag) and the author gets a small cut of the net profit. You'll probably never get rich this way, but you will see some return on your

M.A.S.H: Flame thrower action that looks nothing like *Worms*. Oh no.





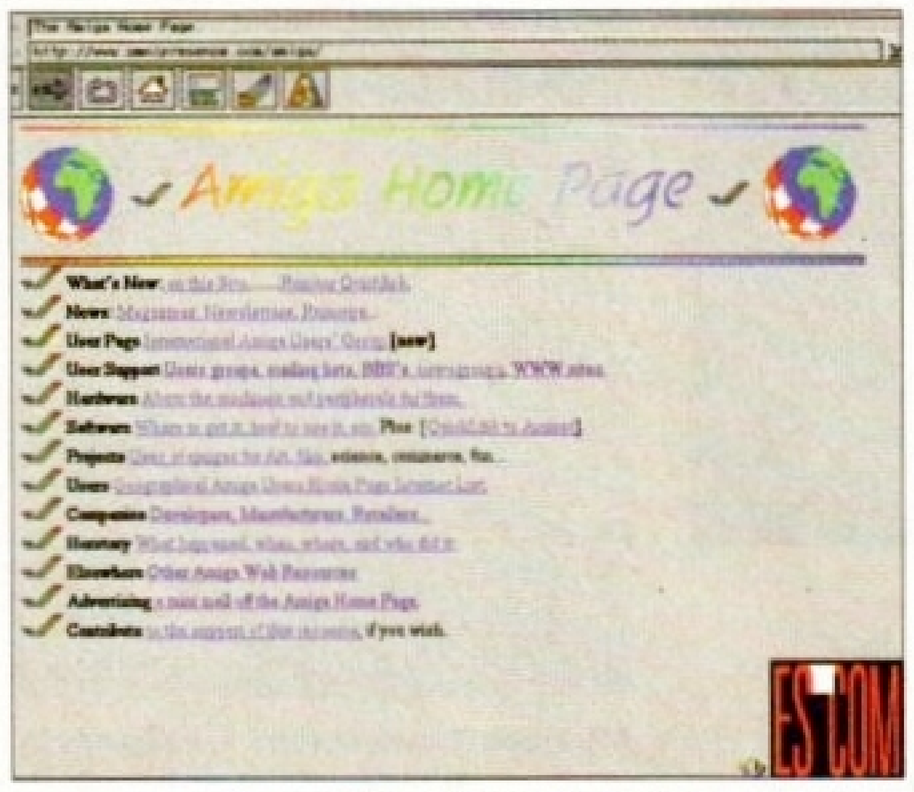
WORD PLUS PRO: A fine example of usefully handy Licenseware. Try 'extermination'.

Releasing your own software

If you have written some software which you want others to use, there are several ways to go about it. It helps if you have access to the Internet, because you can upload it into Aminet and then watch it pop up all over the place.



Buying a modem is the fastest way to get your program in to the public eye.



Access to Aminet is literally the best thing you could do if you want superior Amiga PD.



With more support, PD Amiga browsers could evolve and beat the current champion, *Netscape*.

If you do submit a program to Aminet, make sure that you follow *Amiga Format*'s simple rules:

- **Check that your program works! It may sound obvious, but check that your program works on other people's Amigas. Check it on every type of machine you can find, ask on Bulletin Boards for beta testers.**
- **Write documentation. Use the AmigaGuide system – it makes writing instructions quick and easy, and provides a consistent interface for users. There are several utilities available (freely distributable) for helping to author AmigaGuide documents.**
- **Use the official Installer. If you need to provide special fonts, libraries or devices then using the Amiga Installer program makes the process easier, and automatically allows files to be installed only if they are later versions than those already loaded.**
- **Check your work thoroughly for viruses before distributing any software.**
- **Check that you aren't including other copyrighted material in your distribution. This includes official Workbench utilities, and other third-party libraries and devices.**

Many programs may be included if you give the author credit: see the documentation to make sure.

- **Decide on the form your software will take: Public Domain, Shareware or whatever. If you don't want any control over it, and don't care what happens to it, make it PD by putting a notice in the documentation.**

You should also think about making any source code available.

If you want to retain copyright, use the international copyright symbol ©, the date and your name at several locations in the program. Try to add the copyright message somewhere in the program in an encrypted form, and remember to post yourself a copy in a sealed envelope. If you are considering a Licenseware scheme, track down and have a chat to other authors who have chosen this route to find out how they have gone about it.

- **If you have used other software whilst developing your program, make sure you agree to any distribution rules. For example, you may be required to state the name of the language or development system you have used in a loading screen.**

In many cases this is a good thing anyway, because it gets software tools more publicity. Check that you have the latest version of the development system in order to keep bugs to a minimum.

- **Buy a modem. Being on-line makes getting your program known so much easier. It also means that you can offer on-line support, send updates and keyfiles and receive registrations very easily and cheaply from all over the world.**

Uploading your finished program to Aminet will get it almost everywhere very quickly indeed – including on to CD-ROM (unless you object). Upload it to local Bulletin Boards as well, because not everyone has Internet access yet (apparently).

- **If you can't get to use a modem, send your software on high quality disks and an explanatory letter to several public domain libraries. Some of the libraries will give you disks in return.**
- **If your software is Shareware and you want users to send you money, plan ahead. How will you accept foreign cheques? Will you take dollars? Will you need to keep accounts?**

Also, think of it from the user's point of view – what exactly do they get out of registering? Will you keep them informed of updates? Are registered users entitled to any special privileges?

investment of time and effort. A number of authors feel that even this is a bit too commercial for them.

An attractive alternative from the author's point of view is Shareware. Rather than make the prospective owner cough up a license fee up front, Shareware allows the software to be used and distributed initially for free – only when you have used the program are you asked to make a contribution, or "register".

Sometimes the act of registration is left for you and your conscience to debate, but sometimes when you register, you get access to extra features by means of a special individualised key – this is the case with *Spot* (a FidoNet mail reader), *ShapeShifter* (the Apple Mac emulator) and *CyberGraphics* (special drivers for graphics cards). The fact that each key has your name encrypted into it, means that you are not likely to want to give your friends security back-up disks because any copies can immediately be traced back to you.

When Shareware works, it works extremely well. If the software is good, you get to try it out for free.

Less popular on the Amiga platform than on other systems like the Mac or PC is Nagware. In this instance you don't always pay for extra features, but to remove a message which deliberately obstructs or annoys the user. It isn't pleasant, but can be effective (as long as the user doesn't just get so annoyed that he throws the software away.

When Shareware works, it works extremely well. If the software is good, you get to try it out for free. Perhaps you don't need the extra features or you can't afford the registration fee – in many cases this is fine, and you can use the software as much as you want.

However, many users will appreciate the extra features and support that registration gives them. They enjoy the free trial they get and are happy to show their appreciation to the programmer and pop the money in the envelope without a second thought.

Ray Burt-Frost and Teijo Kinunen at RBF Software are responsible for *OctaMED*, the best sound-tracker programmer around: "The most common way is probably to cripple the product with some limitations and then

Continued overleaf ➡

Top tips for registering software

Back up your Shareware registration keys and keep them in a safe place. If your hard drive crashes, or becomes corrupt you might lose valuable features of the software.

- **Sending money abroad can be a tricky business. It's risky to send banknotes overseas (and sometimes illegal) and if they go missing you have little or no redress. Instead you should ask your bank for a Eurocheque-book and use that.**
- **If you are sending banknotes, put them in a plain, strong, brown business envelope. Do not write "This envelope contains 50 dollars" on the back. Make use of any relatives overseas if you can.**
- **When registering software, ask around to see if your mates are using the same software. It could be that several friends are also interested in registering, and by banding together you can save time, effort and money.**



MOTION: Demo coders are the main torchbearers and explorers of what the Amiga is capable of. This demo finally evolved into that blockbusting *Doom* clone, *Fears*.

⬅ release the limited version to free distribution via *Aminet* and *Fish* CD-ROMs, for example. The user may test the product and get the impression whether it's worth the asking fee or not."

"If the program wasn't crippled, it would be easy to 'forget' sending the fee, also you get the feeling you actually have something for your money, even if it's just a key file or a registered executable."

"Key files are definitely the most convenient way for registration. However, because of the involved risk of cracking, personally-coded executables are a good way of releasing Shareware as well."

With Shareware, the author knows that they don't have to pay a penny for any distribution costs, because the software will drift across the world almost as if by magic. With networks such as FidoNet and the Internet, a program written in Birmingham on Monday morning could be installed on thousands of computers all over the world by Tuesday afternoon.

Electronic communications have revolutionised the way that software is distributed, and the trend looks set to continue as more and more users find themselves a modem to put on their desk.

TO PAY OR NOT TO PAY?

The decision whether to register and pay for software is not really difficult. First of all, if you do agree to part with some notes, you'll often get extra

A program written in Birmingham on Monday morning could be installed on thousands of computers all over the world by Tuesday afternoon.

features or facilities by return – and a direct bug-reporting route to the author. If you are keen enough to register, the author is more likely to listen to your gripes and try to help out with any problems you are having with your system, or any suggestions you might have for future updates.

You may also be informed when upgrades are available automatically. If you depend on the program then it is probably only common sense to register it – both to clear your conscience and to support the author so he can keep developing the software.

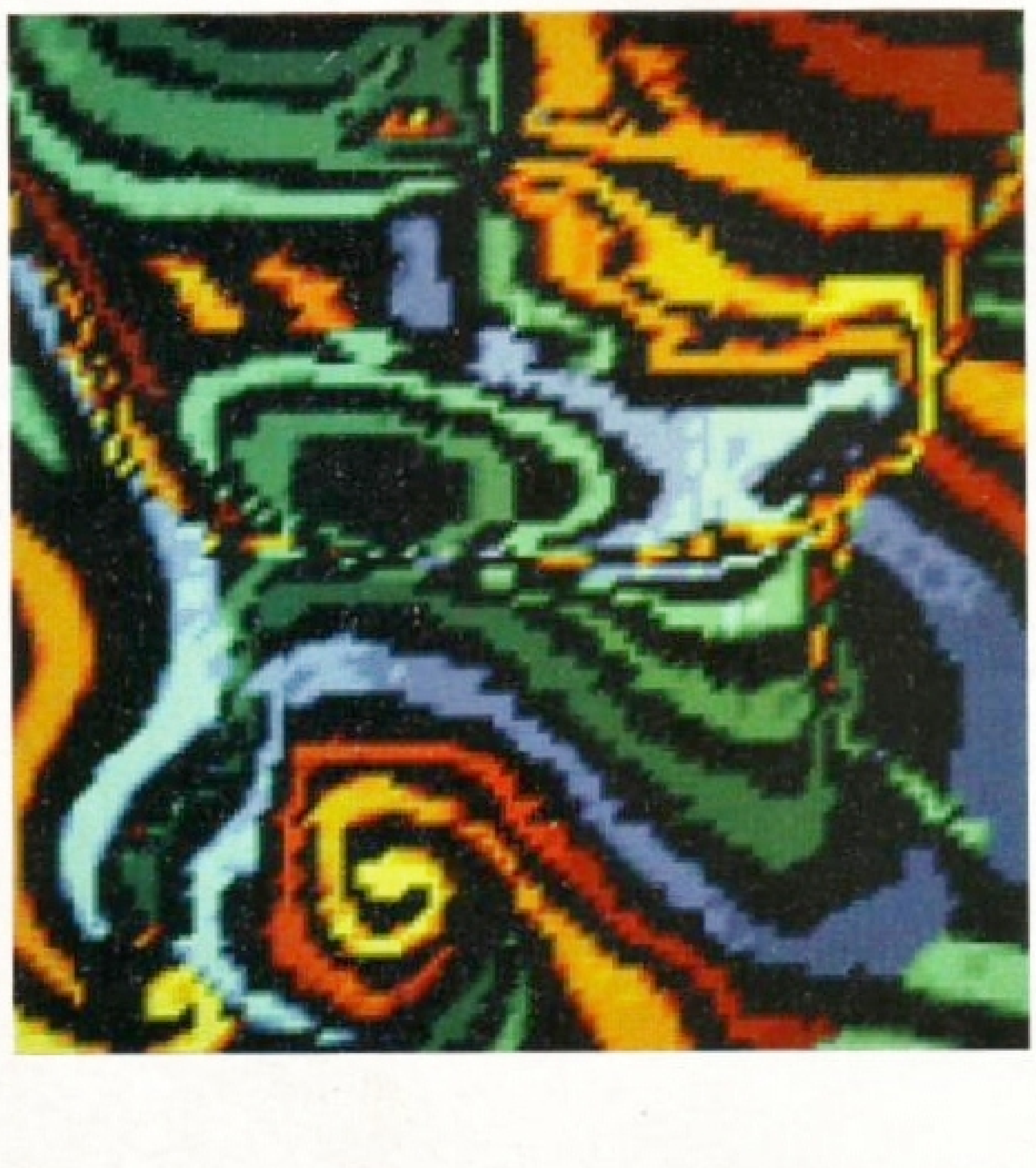
Secondly, by paying you send a clear message to the author that they didn't waste months of their time working on the program. You cast a vote for affordable, well-supported, high quality software, rather than simply becoming one of the faceless masses buying off-the-shelf, production-line boxes, or "forced" into using pirated software because you are unwilling or unable to afford the latest versions of *SuperStarWinWord 6.*

MONEY ISN'T EVERYTHING

Many programmers know that they are unlikely to make a fortune from their work: no one will really be willing to pay real money for a clock program or 2K Workbench utility, no matter how smart they are.

In many cases the programmer will request nothing more than a little note of thanks or perhaps a postcard. Some

ROOTS: Another fine example of the capabilities of the Amiga – when squeezed.



Essential software

MagicWorkBench: This program is responsible for improving the look of many Amiga systems.
NewIcons: A recent competitor for the *MagicWB* crown: adds large number of extra-smart icons.
Spot: A superb FidoNet mail system, from Nico Francois, one-time king of Amiga Freeware.
KingCON: An excellent replacement for the Shell, adding buckets of new features including a scroll-bar history.
AMosaic: The Amiga's answer to *NetScape*. A World Wide Web browser program, used in conjunction with MUI and *AmiTCP* (and a modem).
MUI: Magic User Interface. More a religion than a program. MUI is either hated or regarded with awe. If you do have to have a nippy Amiga, you'll appreciate the very smart appearance of software. If you are a programmer, you'll love the flexibility.
VirusChecker: The definitive way of keeping your Amiga free from unwanted parasites.
DMS: A utility much loved by Coverdisk compilers, because it squashes the entire contents of a floppy on to a single disk.
Lzx: A recent archiving program designed to replace the standard LHA system. It's faster, better and definitely worth having.
Term: A communications package that offers features which even commercial programs don't get close to.
ShapeShifter: Turns your Amiga into a Mac. It works too.

PD on CD

Some people in the Amiga community voice concern that CD-ROMs are a bad thing, and hurt the programmers. Certainly, some CDs are simply "shovelware" and consists of nothing more than a badly organised collection of files stuffed on to a disk and given a fancy name.

Others feel differently: Ray and Teijo from RBF Software think it is an excellent idea – "It's the most efficient way of distributing freely distributable software. Media costs are minimised, and CD-ROMs are convenient to use as well (no constant disk-swapping)".

There have been plenty of debates on the Internet as to whether it is keeping to the spirit of freely distributable software to charge £20 or upwards for a collection of files. One thing is for sure: anyone with a CD-ROM drive and a copy of one of the disks rarely complains, because it takes a long time to try out every program in a 600Mb collection.



Whatever the image, you'll find it in the Public Domain. Below: Robby Robot does the twist and looks silly.

will even happily accept cookies, chocolate, beer, or whisky in exchange for the honour of using their software...

Free software is indicative of a healthy computer system, and the Amiga has always had a terrific reputation in this respect. There are many reasons, but a lot of it is simply down to the fact that the authors love the platform, and want to make sure it is made use of.

You only need to look through the top demos to see things which the original hardware designers would have thought were impossible.

Demo programmers are a breed apart. It's their goal to show off their technical knowledge and hacking skills, and to earn the respect and admiration of other crews. The results of the fevered war between programmers have led to some amazing results: you only need to look through the top demos to see things which the original hardware designers would have thought were impossible.

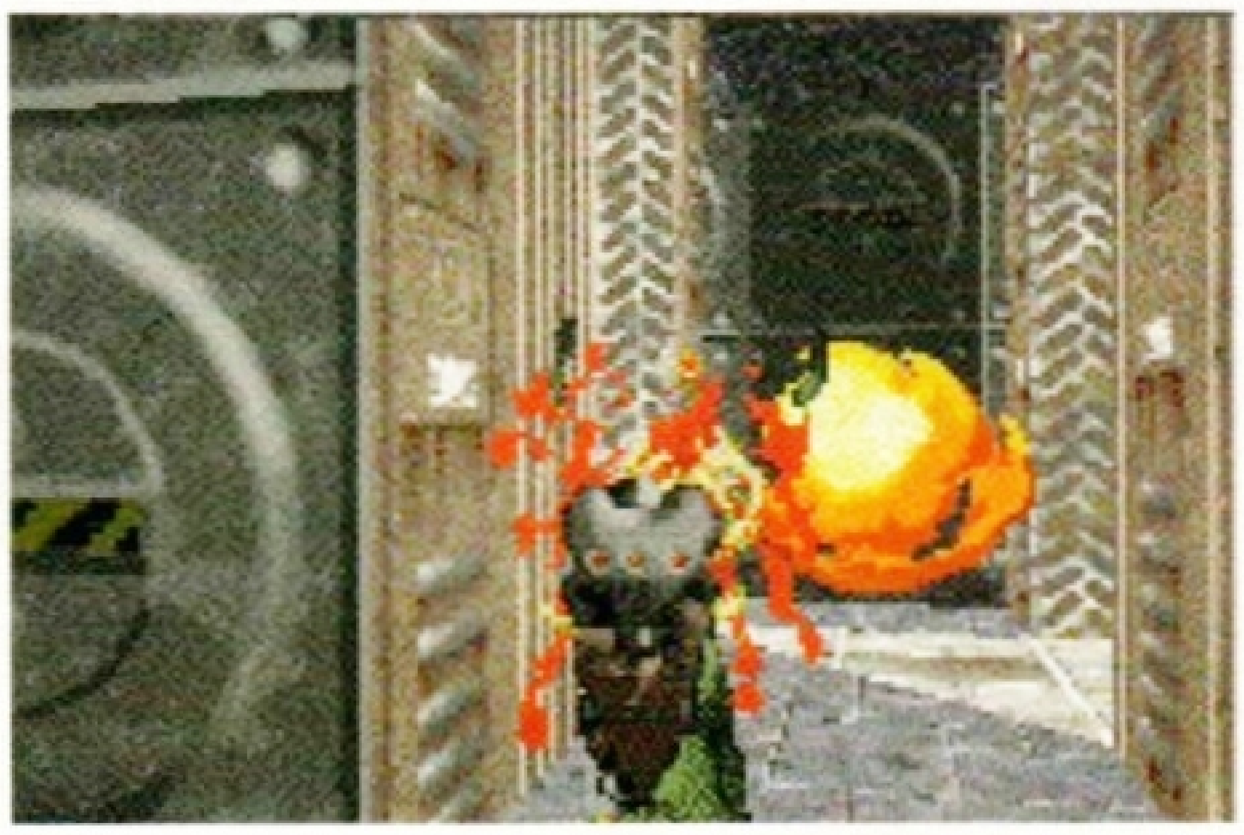
No one can grasp the fanatical love of the demo teams for their beloved Amiga. Many have spent years getting to know the hardware inside out, and will refuse to consider moving to another platform.

The freely distributable software scene is therefore still a hotbed of talent, and the Amiga is still one of main machines for new programmers to start out on. Programs such as *Fears* and *Photogenics* both started out on the freely distributable circuit, until their commercial promise was spotted.

It has been proposed that pretty soon all software may be distributed totally for free. This might sound a little bit crazy, but there is a definite trend towards electronic distribution methods for software.

Suddenly, the big corporations are discovering what the Shareware authors have known for years – eliminate the costs of packaging, printed manuals, duplicated disks and the need for a distributor and you can deliver software at a fraction of the price, and get direct feedback from your customers.

MARATHON: Freeware distribution made this game one of the biggest successes on the Mac. Ever.



Probably the biggest game success on the Apple Mac has been *Marathon*, a *Doom* clone. Because the Mac doesn't have much of a games market to speak of (you don't find Mac games stocked alongside Amiga, PC or console titles on the shelves) the authors released a demo version as Public Domain.

Mac gamers were so impressed with this demo that they sent their money off to the US to buy the full version in their droves. Perhaps other companies who are worried about their "global markets" should take note – wherever you are in the world, with an Amiga and a modem you can get hold of Public Domain software.

With companies like Microsoft pushing their own network, it is getting easier to imagine a time when software is automatically updated and enhanced whilst you use your computer and modem.

IS THE FUTURE FOR FREE?

And how do the software companies make their money? By providing support of course – as software becomes more complicated, more and more people will want to dial up a friendly voice or pay for extensive written manuals.

The next generation modems will provide simultaneous voice and data transmission: perfect for on-line interactive help sessions.

Continued overleaf ➡

Where to get it?

If all this talk of top software for nowt has whetted your appetite, you'll probably be wondering where you can get it. The best place is from your local computer Bulletin Board. There are thousands of boards around the UK alone, and all have large stocks of the latest software. To access it, you'll need a modem (about £100 or less second-hand) and then you can dial into the board and see what's on offer.

Changes are the board will also be part of the FidoNet or similar network, which means you can also use it to send electronic mail to other Amiga enthusiasts.

A modem can also be used to connect directly to the Internet through a Service Provider such as Demon. Once connected to the Net, you can use tools such as FTP and the World Wide Web to visit sites like Aminet, which contain almost all the freely distributable Amiga software ever written.

If you don't want to get on-line, the next best method to use is CD-ROM. You would have to be blind to miss the colossal number of CD-ROMs being advertised in *Amiga Format* alone (see page 112 for some CD reviews). Each CD can contain up to 600Mb of software, and all you need is a CD-ROM drive to access it. With a few CD-ROMs you can completely replace a pile of several thousand floppy disks.

Finally, there is the old-fashioned way: just send off your money to a commercial library and get your disks back in a Jiffy bag a few days later.

Aminet

AF tracked down Urban Mueller, the brains behind Aminet – the ultimate resource of Amiga software. Aminet is both an Internet site, and a collection of CD-ROMs and together form the definite freely distributable collection.



Urban: "This pic shows the A3000 that once was the whole of Aminet and still is used for archive work. The images are taken at the EUnet Internet provider (modems in the background) and two floors above the A3000 is the Sun workstation that now serves as ftp.eunet.ch Aminet mirror. I am, of course, wearing the Death Bed Vigil T-shirt :)"

WHAT IS AMINET?

The unified source of all freely distributable (FD) software for the Amiga. At least that's what it's trying to be, and I think we got quite close. There is no reason why one FD program should only be available in one place, while another is only available in a different place. Aminet is trying to give the same, complete, FD collection to everyone, no matter what access method he or she uses.

Technically, the backbone of Aminet is a set of 30 UNIX computers worldwide on the Internet, which get new files several times a day. People can then use protocols like FTP or WWW (World Wide Web) to transfer the files from those computers (the mirrors) to their own Amigas. Many BBSs, mostly in Germany, offer Aminet files as well.

HOW, WHEN AND WHY DID AMINET START?

You wouldn't believe how puny it was in the beginning. When it was born in January 1992, all we had was an A3000UX donated by Commodore Switzerland, and 50Mb of disk space. I was asked to take over FTP administration. My second goal was to bring all the scattered places with Amiga software together. There were at least a dozen Amiga sites, each with its own, unique collection. Finding stuff and checking for new releases was a pain.

Soon after I took over, the formerly largest FTP site closed down, and we got totally overrun by tons of people trying to access the archive all at the same time. Luckily, friends of mine who were in charge of other machines around the world were prepared to maintain a copy of our archive, so I wrote scripts for mirroring it.

Next, the disk space started becoming a problem, we had could only keep files for few weeks. When I started a donation drive among the users of the archive, we had enough money for a 1.8Gb drive within a week. Half of the money was coming from the CD-ROM maker Walnut Creek, that's why the disk ended up that large.

With more and more mirrors, things were going nicely, until our University considered the extra traffic we created was too much and kicked us out. However, we found a new home on the American site wuarchive.wustl.edu, where I still do my daily work as a telecommuter.

From then on, Aminet expanded steadily to what you're seeing today, 100 computers around the world with more than 50Gb of disk space (of which, by the way, much was paid for by the CD-ROM sales).

WHAT IS YOUR JOB?

I currently do most of the file checking and I prepare the data for CD-ROM. Also, almost all the software behind the scenes (mirroring, index generation) is from me and needs to be maintained/updated. But a lot of other people are involved, about 200 if you count all the BBS administrators. Their job is mostly to supervise the correct mirroring.

HOW LARGE IS AMINET AT THE MOMENT?

3,300 megabytes compressed in 20,000 archives. This is equivalent to about 7,000 floppy disks.

HOW MANY PEOPLE USE IT?

Hard to say. Aminet is available in many, many places, and only a few of them are under my control. With up to 1,000 different users a day at the main site alone, 10,000 users every day worldwide seems a realistic guess to me.

IS IT GETTING MORE BUSY, OR LESS BUSY?

For the reasons given, I can't say much about the number of users. I can, however, talk about the number of submissions. In that area, things look very bright. We've never had as much incoming traffic as we do now: More than 1,000 new archives a month.

WHAT DO YOU THINK OF THE AUTHORS WHO SPEND ALL THEIR TIME WRITING PROGRAMS, USUALLY FOR NO PERSONAL MONETARY GAIN?

Without them, the Amiga would be far worse off today. I am convinced that the wealth of freely distributable software is one of the things that keeps the Amiga alive and kicking. For no other system, PC and Mac included, is there such a huge collection of FD software.

DO YOU THINK SHAREWARE IS A GOOD WAY TO MAKE MONEY?

If you want to write Shareware for the money: forget it. There are at most half a dozen Shareware programs on the Amiga that have paid their programmers a real salary. But if you program for fun, Shareware may be a way to get some money for the time you've invested. The bigger reward is, however, the gratitude of the many people all over the world who use your program. At least it was for me when I still had time to write Freeware.

WHAT IN YOUR OPINION ARE THE BEST/MOST IMPORTANT FILES ON AMINET?

I'm so busy administrating the many files (and, currently, writing my thesis) that I hardly ever get around to try them out. Many people know more Aminet files than I do. Nevertheless I consider the following files some of the all-time greats (by directory):

comm/term/term-main.lha – Feature packed terminal program
dev/c/FreeDice.lha – A full-blown C compiler for low end machines
disk/cd-rom/AmiCDROM_1_15.lha – Superior CD-ROM filesystem
docs/mags/ar314.lha – Bi-weekly electronic magazine
game/shoot/DGalaga25.lha – Addictive space invaders variant
gfx/fract/Mand2000Demo.lha – Stunning real-time zoom Mandelbrots
misc/emu/ShapeShift3_0.lha – An excellent shareware Mac emulator
text/edit/GED313.lha – Full-blown deluxe text editor
util/libs/mui23usr.lha – Great-looking user Interface library

All of these programs rival or surpass their commercial equivalents. And there are lots more, all you have to do is browse yourself.

WHEN DO YOU DECIDE TO RELEASE A CD-ROM?

Every two months. I've conducted a huge survey among the users, and they favoured this rhythm over the quarterly one. The two-monthly CD still gives us at least 500Mb (when uncompressed) of new material per CD, and room for another 500Mb of non-Aminet material. The latter will be images, fonts or mods that I collect from various sources. *Aminet CD 7*, for example, has almost 10,000 clip art images. All of these get integrated into Aminet as well.

Starting with *Aminet CD 3*, I've been doing all the arrangement of data on the CD. Presenting a CD-ROM is surprisingly similar to presenting an archive. The golden rule is: I should do whatever I can, because otherwise each and every user has to do it on his own. That's why I create separate lists of new stuff (or the users have to find out what's new) and try to rate all mods, games and demos (or the users have to try them all). People seem to appreciate this.

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Shape Shifter

If you have a brilliant Amiga, why would you want to turn it into a Mac? John Kennedy looks at the pros and cons.

If you have a perfectly good Amiga, why would you want to turn it into an Apple Mac? Good question – the first reasons which come to mind are: (a) it's very clever to be able to get an entirely new computer almost for free and, (b) it really ticks off owners of "real" Macs. It turns out that nothing annoys a Mac-owner quite as much as a puny "games machine" like the Amiga, running Mac-software as an optional extra.

The other reasons are more difficult for die-hard Amiga-fans to swallow, but true nevertheless – application software. More serious software is being developed for Macs than for the Amiga, and the results are clear to see; programs like QuarkXpress, Photoshop and NetScape are considerably better than their Amiga-counterparts. Of course, they cost a lot more too, but the point is that you can still buy them if you should want to.

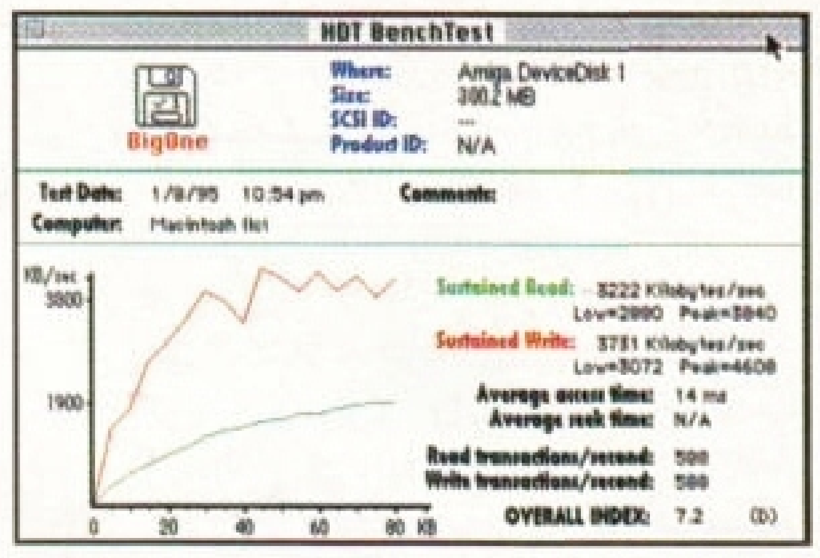
Despite what you might think, Apples also have an excellent user interface. It's certainly not as flexible as the Amiga Workbench (I happen to like my Shell and more than one mouse-button), but after many years of development – an Apple was the first home computer to have a mouse after all – it is an undeniably robust and well-designed GUI. It's also actively being upgraded; something which the Amiga OS could do with urgently.

HOW DOES IT WORK?

To understand how an emulator works, you need to peek under the plastic and into the underlying hardware-level to see how computers work at their most basic level. Inside an Amiga you will find a Motorola processor, connected to input and output devices (keyboards, disk drives), memory and a neat collection of custom chips for shifting memory around and handling graphics and sounds. The core of the Workbench Operating System resides in a Read Only Memory (the Kickstart ROM) chip or chips and the rest is kept on disk.



With an AGA machine, you can display a 256 colour image, although it's too slow to be useful. However, add a graphics card and speed is as fast (or better) than a real Mac.



Registering *ShapeShifter* and using a fast SCSI2 hard drive provides a tremendous boost to the speed of the emulator generally.

The Apple Mac is very similar, in that it too has a Motorola processor, associated I/O hardware and a ROM- and disk-based Operating System. What the Mac doesn't have is a very sophisticated custom graphics chipset – which means that there are no sprites or copper lists to worry about (and the Amiga's customs chips are the reason why you haven't heard of any Apple- or PC -based Amiga-emulators).

As both machines share the same processor, this theoretically means that if you placed the Mac's ROM into the Amiga and supplied all the Operating System software, you would have a working Mac. The software (both the OS and applications) consists of instructions for the CPU to carry out, and if both systems share the same code there is no need to translate instructions before they can be used – which would be true of a PC-emulation.

Of course, there are practical considerations; the screen-display needs to be relocated to the Amiga's hardware, the keyboard, mouse and disk drives need to be emulated – but given time and effort it can all be done and made to work.

ShapeShifter is what happens when you set out to achieve this goal, and the results are pretty amazing. Right now I have a fully-working Mac running on a background-screen on my Amiga. When I do an Amiga-M, it looks and feels exactly like a Mac. It has its own hard drive which contains perfectly ordinary Mac-programs, which all work fine.

I am able to run software which simply has not been written for the

Continued overleaf ➡



PhotoShop is one of the best known graphics packages around. In many ways, Photogenics compares well, but try telling that to a Mac-owner. Oh yeah, sorry Wavey. Heh, heh.

ALTERNATIVE MAC-EMULATORS

At the moment you have two alternatives if you want to run Mac-software. First of all, you could buy a Mac -- either new or second-hand. Entry level, 68040-based Apples are surprisingly affordable; certainly cheap enough to make Escom's proposed Amiga-prices look dubious.

However, if you have already spent a lot of money upgrading your Amiga, the last thing you want to do is bin it and buy a new system. If you have a spare Zorro slot, then the Emplant card is what you need. Emplant is much more than simply a dongle for a software-based emulator, as it includes a serial port and options for both a local SCSI interface (for totally accurate emulation with scanners and so on) and an AppleTalk socket.

Emplant also features sockets for ROMs (which makes getting the ROM image a lot easier) and is definitely the system to go for if you want to sneak an Amiga into a Mac-network without anyone noticing. It also works a lot faster if you don't have a graphics card to hand.

Emplant is available for £240 upwards from BlitterSoft (01908 261466)) and White Knight Technologies (01920 822321).

If you only need to read and write to Mac-formatted disks, you might be interested in *CrossMac* (distributed by HiSoft) or *MaxDos2* (distributed by Premier Vision). Both allow the Amiga to access floppy or hard drives, or partitions which have been formatted by an Apple.

Amiga and probably never will be, and at the same time I can multitask my existing Amiga-software. Not only do I get a new computer and new software, but I don't lose a single feature which makes the Amiga-platform my system of choice.

WHAT DO I NEED?

In order to get *ShapeShifter* running on your Amiga, you'll need to fulfil a few basic hardware and software requirements. First of all, you will need to have a system with a 68020 processor or better, and at least 4Mb of memory – more is better. Workbench 2.01 is necessary, as is CrossDOS (included with this version of Workbench and better). A hard drive is not necessary, but very, very useful.

If you have an A4000 (or a rare A3000), then *ShapeShifter* will be able to read and write standard Mac high-density floppy disks. If you have an A1200 (or another Amiga with standard double-density disks) you can still read Mac-disks, but obviously only standard-density ones. Being forced to use standard disks make everything every so slightly more tricky, but there are workarounds.

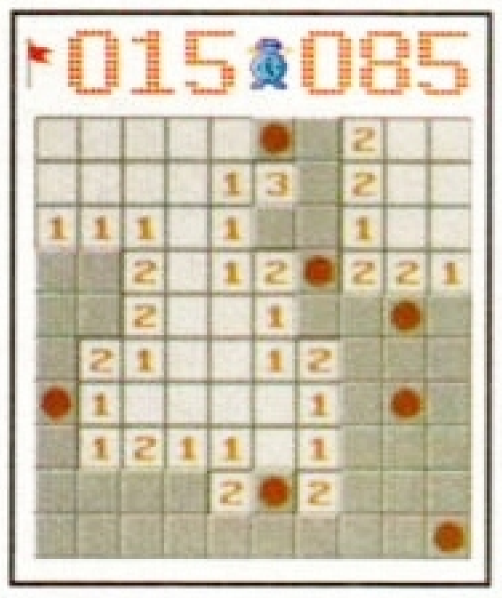
Assuming you have the Amiga-hardware, the next stage is to get the necessary Apple OS software and ROM. Getting the software is relatively straightforward, as System 7.1 is available from Apple's own FTP-site via the Internet. Getting the ROM, or rather a ROM-image – a file containing the data held in the ROM – is rather more difficult.

Apple know that the ROM is the key to using their system and they guard its copyright jealously. I called a few local Apple-dealers to ask about buying a spare ROM for my Apple LCIII. The first wanted to know why, then declared it was illegal and he would have nothing to do with it.

Another was more helpful, but confirmed that getting a spare ROM is almost impossible – even if your original Apple Mac ROM breaks down, you can only get it replaced. Other Mac-dealers may be more approachable, but at the moment it would seem that the only legal way of getting access to a ROM is to buy an Apple Mac yourself.

A few months ago, I was lucky enough to pick up a second-hand LCIII: and it would seem that only those who also already own an Apple Mac will be able to get any use from *ShapeShifter*. Strictly speaking, I can't even run my emulation and the LCIII simultaneously.



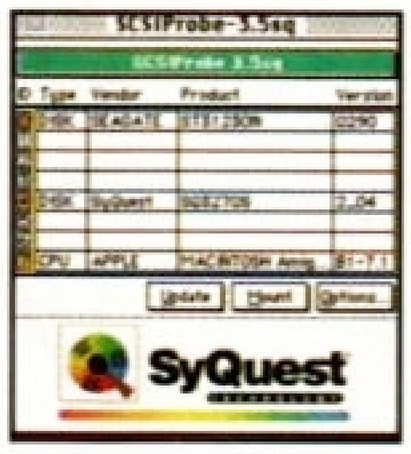




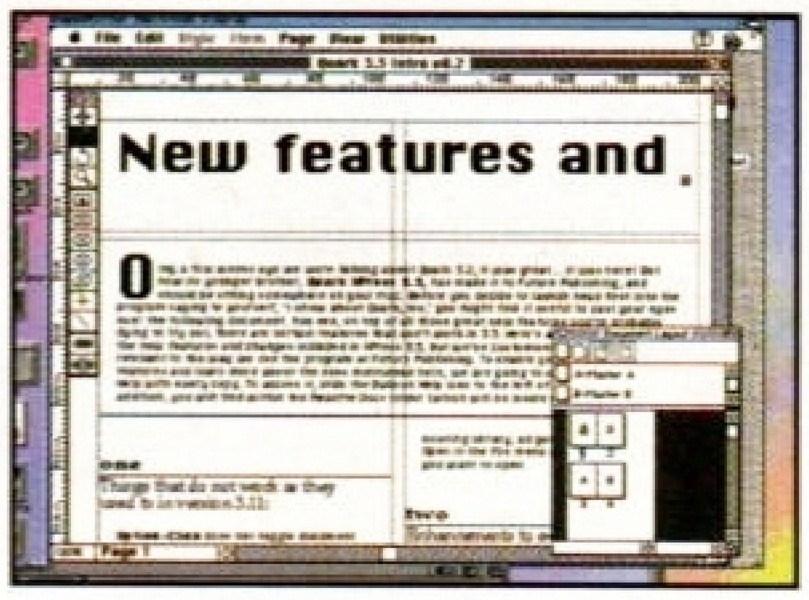
The Mac is smart, but games-software is still behind the PC, or Amiga.

MAC-SOFTWARE TESTED

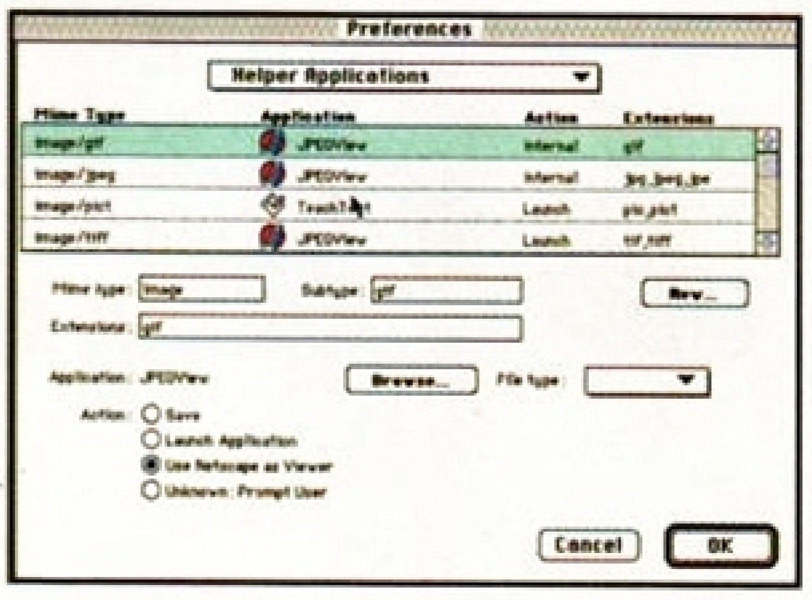
I tested all the Mac-software I could get my grubby little mits on and this included PhotoShop, QuarkXpress 3.3 and a host of business programs, shareware games, utilities and Internet software. The only programs I had problems with were those that required more memory than I had free; *ShapeShifter* likes all its memory to be in one large block, rather than scattered between various expansion cards.



The registered version will happily support SCSI devices, such as hard drives, Syquest removable drives and CD-ROM drives. Give me a Zip and I'll test that too...



Now this is something you don't see every day – an Amiga running a Mac-emulation as a window. Why not go the whole hog and start up PC Task and a Spectrum emulator?



NetScape is the best World Wide Web Browser available. Using it, or any other Internet tool with MacTCP, presents no problems whatsoever.

If you do have a Mac of your own, *ShapeShifter* comes with a program which runs on the Mac and reads the ROM before making a file for you to copy to the Amiga. If you have high-density disks, this is simple, otherwise you will have to either experiment with archiving software (LHA or UUENCODE are two possible paths), or use a modem or null-modem cable to transmit the file between systems.

ShapeShifter also requires a small program to be placed in the Amiga's s:startup-sequence file, but that should be all that is required (although some A1200s need additional fiddling).

Now, when you run the program, up will pop a window with various options to set and the emulation will start. Congratulations – you have a new Apple Mac to play with.

DISKS AND DISK-HANDLING

As mentioned, the Mac-emulation will make use of the floppy disks with no extra software required. It does this by making use of the CrossDOS system. On "real" Macs, there is no disk eject button, because the mechanism is under software-control. Drag the disk icon into the Trashcan and out it pops.

Obviously, the Amiga can't quite handle this and, so, when you eject a disk, the drive-light goes out and sometimes a little flashing digit appears to remind you to pop the disk out.

Hard drives work a little differently, and you have three options. First of all, you can create up to two "filedisks" on your Amiga-disks. These are large files (as large as you want the Mac's hard disk to be) which appear to the Amiga as just that – large files.

These can then be formatted by the Mac and treated as normal disks. You can install the Mac OS on them, boot the emulation from them and generally forget all about them. Having them as a single Amiga-file makes backing up the Mac quite simple.

However, diskfiles are not the fastest – it's better if you give the Mac a real disk to play with. To do this, you will need to register your copy of *ShapeShifter*. *ShapeShifter* can now work a lot faster – much faster on my system since I let it use a partition on a SCSI2 device. The final option is to let it use a disk drive directly through a SCSI interface. Again, this requires a registered copy, but it is very useful for reading existing Mac-drives.

An exceptionally useful Amiga-utility is supplied, which mounts the Mac-partition as an Amiga-drive, so the Mac-drive appears on the Amiga Workbench and you can copy files to and from it.

BUT DOES IT WORK?

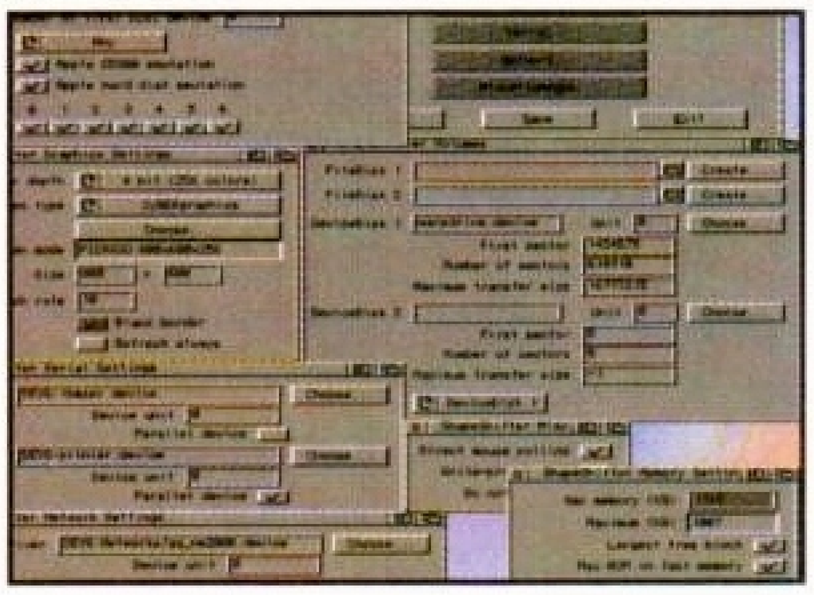
Yes, it does work surprisingly well, although there are limitations. Like the

DEVICES SUPPORT

ShapeShifter is amazing in the amount of hardware it supports. The unregistered version allows the serial and parallel ports to be used, which means that you can use a modem (and so run MacTCP and NetScape) and a printer. You can also use files on Amiga hard disks. Standard Mac-sound is supported, so you can enjoy those lovely bleeps and quacks which Apple-fans love so much. Apparently, some Mac-software (especially games) pokes the sound hardware directly, but I tested several and all worked fine.

On the minus-side, _ShapeShifter_ doesn't yet support AppleTalk, as this requires a high-speed serial connector, which simply cannot be emulated in software. However, support for network drivers is included – for example, if you have an Ethernet card installed in your Amiga (yeah, OK, that's not very likely) then, as long as you have a SANAII-compliant drive, this will work. For the sake of overboggle, I set up MacTCP to use the GG2 PC Card adaptor, driving a PC NE2000 card in my A4000 to link via FTP to another PC and it worked first time.

With the registered version of _ShapeShifter_ you can use disk-partitions directly for more speed, but you can also make use of any SCSI interfaces fitted; the Squirrel, for example. In this way, you can use standard Mac-hardware – a Syquest 270Mb removable drive worked fine once termination was sorted out. By downloading suitable CD-ROM drives from Apple's FTP site, I was able to use the excellent Toshiba quadspeed drive as an Apple CD300 and even play QuickTime movies.



Some of the options offered when starting *ShapeShifter*.

PC, the Apple Mac has a "chunky" form of graphics which doesn't use bitplanes like the Amiga.

The Amiga benefits from bitplanes in many ways – especially with games software – but converting between the systems is time-consuming. For this reason, displaying Mac-graphics on an Amiga can be very slow.

On most systems, you will have to stick to a two-colour emulation, or the lack of speed will be too irritating; although, on an AGA screenmode, up to 256 colours are theoretically possible and up to 16 on older systems.

This is not as bad as it may sound, since a lot of Mac-software will work perfectly well in two colours. This mode also allows you to run the emulation in a window on the Amiga Workbench.

However, if you have a graphics card fitted to your system, you are in luck. All graphics cards (Picasso, Cybervision and so on) are themselves "chunky" and *ShapeShifter* will support them happily – especially if you have the third-party CyberGFX system installed.

As a result, you can use Mac-software in 256 or more colours and speed is not affected. With a CyberVision card, fast, true colour-modes are promised. Using a PicassoII card on my A4000 gives me an extremely nippy Mac-system; far, far, *far* faster than my little LCIII.

But the speed of your new Mac depends on the processor fitted to your Amiga – a 68030-based miggy runs like an LCIII, and a 68040 like a LC475, or better. The speed of the hard drive fitted also makes a big difference.

WHERE FROM?

If you want to experiment with *ShapeShifter*, you should be able to find it in most PD libraries, or directly from Aminet in the misc/emu path. It costs 50 deuchmarks or 40 US dollars to register it, which, compared to the price of a Mac, is pretty negligible.

Christian Bauer, the author of *ShapeShifter*, has a World Wide Web page at this address...

http://www.uni-mainz.de/~bauec002/

...and you'll find more links from the FutureNet *Amiga Format* pages.



The man himself.

INTERVIEW WITH A SHAPESHIFTER

We managed to track down the author of the Mac-emulator, *ShapeShifter*, Christian Bauer to his home in Germany (not really very difficult, considering that we have his E-mail address) and withheld our registration fee until he answered some questions.

What made you decide to write a Mac-emulator?

Just for fun. I only wanted to know what would happen if I loaded a Mac ROM into the Amiga and jumped to the beginning of it. I never intended to write an emulator at first, but the development turned out to be quite easy.

Are you an Amiga-fan or an Apple-fan?

An Amiga-fan. I don't like the Mac OS; it's too constrained. A PCI PowerMac would be a nice machine to have if there was a better Operating System for it.

How much work has gone into the emulator?

It started at the end of August 1993, but I didn't work constantly.

Have you had many registrations?

Yes, far more than I expected. I thought that perhaps a few dozen people would be interested in a Mac-emulator, but now I've got hundreds of registrations!

Where does ShapeShifter's name come from?

Remember the game "Archon"? It has a character called "Shapeshifter" that automatically converts into the icon it fights against. Names like "MacEmul", "AMac", "Mac4Amiga" etc. were sounding boring, so I picked this one.

Colour only really works if you have a graphics card, which rules out A1200-owners. Are you working on any way around this problem?

No, unless ReadySoft give me their planar QuickDraw that they developed for AMAX IV. :-)

What do you think of "the competition" i.e. the Emplant card? There has been a lot a talk on the networks about copyright infringements and so on.

AMAX and Emplant are overpriced. They both sell at prices you can get a complete, used, 'real' Mac for. And their *only* advantage are the LocalTalk ports. Jim Drew has probably also realised this when he started that copyright infringement thing. I don't imagine that the Emplant sells well these days. :-)

Are there any other upgrades for ShapeShifter planned? One criticism I have heard is that ShapeShifter can't support scanners or Appletalk; how would you answer that?

EtherTalk has been reported to work and I will test it myself in a few days. LocalTalk is only possible with special hardware. A friend of mine plans to develop a LocalTalk card for the AmigaCB. *ShapeShifter's* SCSI routines will be completely rewritten for V3.1 and then it should support scanners and all kinds of fancy SCSI devices.

How would you answer those who say that Emplant is a more legal system, because you can buy and use Apple ROMS, rather than using what could be an illegally-obtained ROM image?

You can also do that with *ShapeShifter*. It's just that I don't provide a hardware to plug them in.

Has anyone from Apple been in touch with you regarding ShapeShifter? Or Escom for that matter?

Yes, but the talks are going on. I can't say anything at the moment.

Have you got any other interesting Amiga-programs planned?

"Frodo-II", the single-cycle version of my C64 emulator. Apart from requiring a 68060 to run at decent speed, it will display *all* D011 and D016 effects, it will be DE00-compatible (even execute code in the colour RAM) and emulate speedloaders (I hope). This is going to be the best C64 emulator on any platform, concerning the quality of the emulation. Only a SPICE simulation would be more accurate. :-)

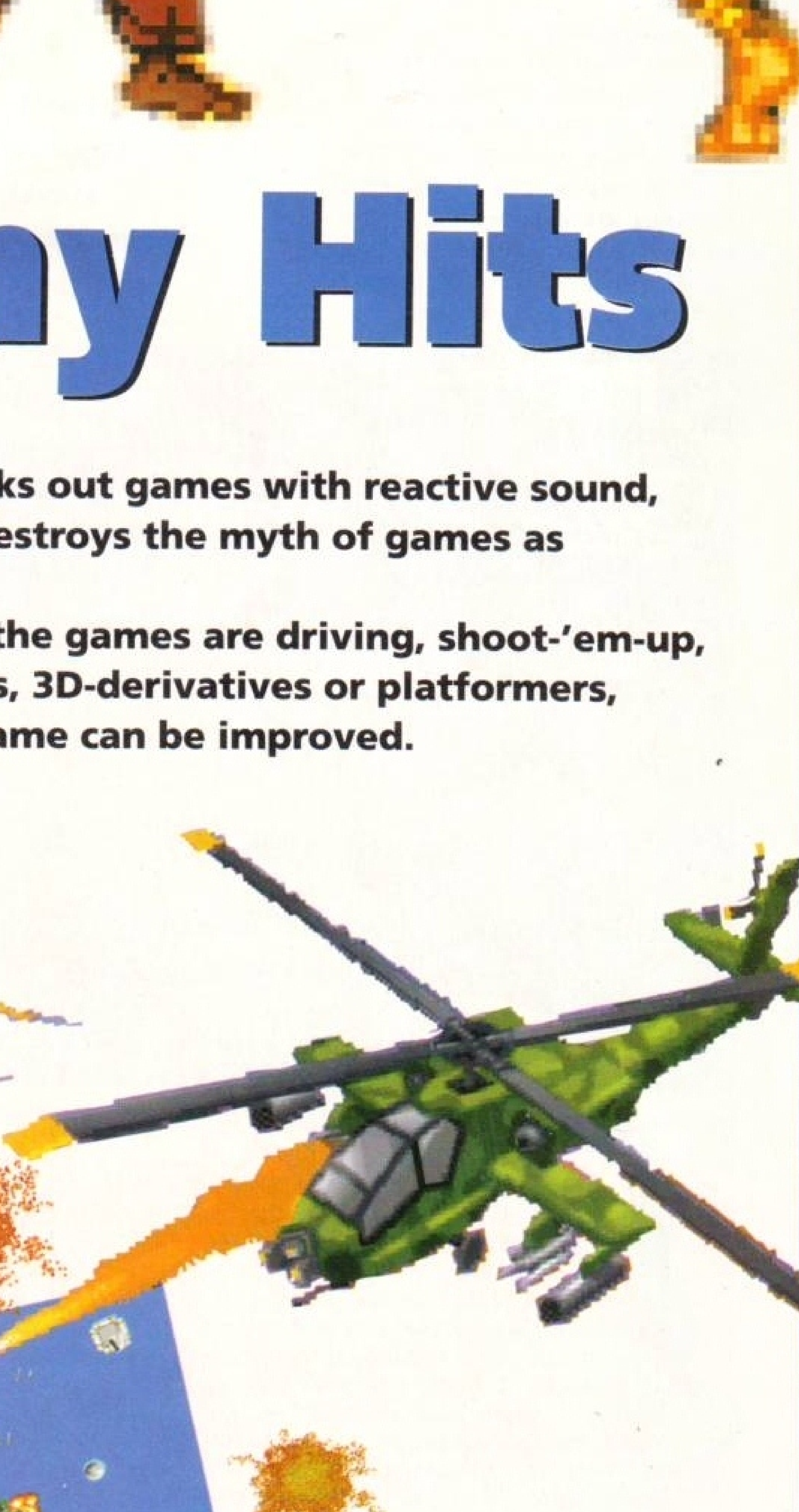


We're Taking Too Many Hits

Join **Steve McGill** as he seeks out games with reactive sound, solid control-systems and destroys the myth of games as interactive entertainment.

It doesn't matter whether the games are driving, shoot-'em-up, beat-'em-up, Doom-clones, 3D-derivatives or platformers, almost every game can be improved.





Starts overleaf ➡

How often has an element of an Amiga-game really pissed you off? How often have you wanted to change one small detail, knowing that, for you at least, it would make a load of difference in the entertainment-stakes? How often have you switched a game off, knowing that you've played it to its mechanical limits and that it no longer holds any appeal or entertainment-value for you?

Quite a lot, I'd imagine. We play hundreds of Amiga-games and it happens to us all the time.

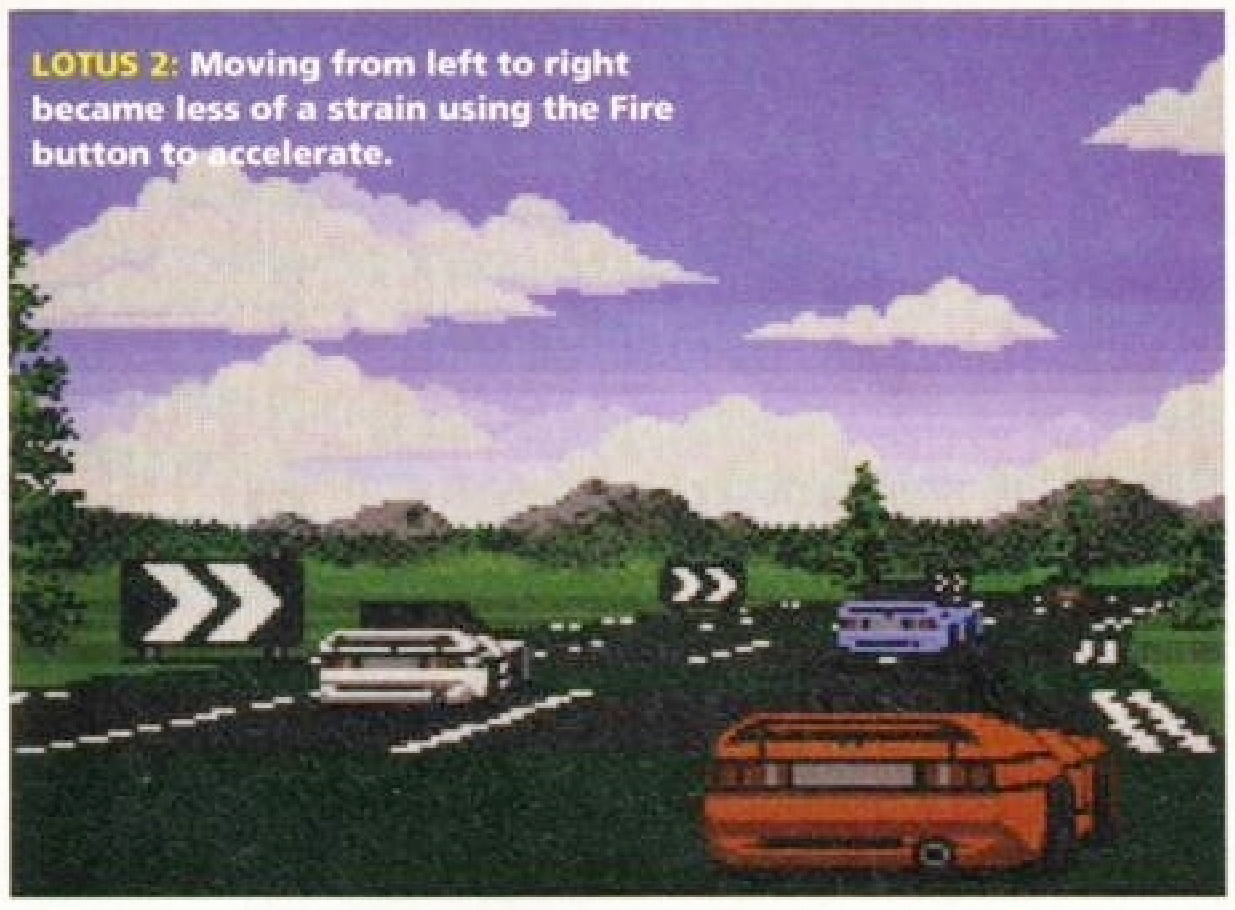
Computer video-games are somewhat pompously known as interactive entertainment. But just how interactive is all of this interactivity? Certainly not as interactively interactive as you might think.

Ideally, interactivity should take a multitude of elements into account and skillfully blend them into an enjoyable holistic experience for the gamer; thrust them into an experience so encompassing that the gaming 'Holy Grail' of sleep-denying, thought-obsessing, dream-possessing, enthralling addiction applies.

The beauty of computer games is that they can beg, borrow, steal, cut, paste and copy from any other form of media known to man, manipulate the results, incorporate them into a game and then put them directly, or indeed indirectly, under the control of the gamer.

Consider the tricks used by the sound departments of radio, cinema and television studios. Carefully placed sound-effects, or musical riffs evoke dormant emotions in the listener/viewer/participant. They can induce fear, joy, sadness, euphoria, etc.

While on its own, sound is never able to make a great creation, it can still enhance and synergise the creation.



LOTUS 2: Moving from left to right became less of a strain using the Fire button to accelerate.



LOTUS TURBO 2: Improved on the original by providing a choice of buttons.

The beauty of computer games is that they can beg, borrow, steal, cut, paste and copy from any other form of media known to man.



F1: WORLD CHAMPIONSHIP EDITION: A tremendously fast racer let down by Forward to accelerate. Shame.

WE'RE TAKING TOO MANY HITS – REACTIVE SOUND

To prevent any possible confusion, by reactive sound we don't mean normal "cause-and-effect" sounds.

The type of sound where, for example, a spaceship fires a missile and kills a monster; in this instance the sound of the missile is heard, the sound it makes on impact is heard and the sound the monster makes when it dies is heard.

This type of SFX-chain is expected of every game, be it football, driving, beat-'em-up, or whatever.

No. By reactive sound we mean emotionally enhancing, rewarding or warning sounds that make full use of the Amiga's stereo to provide aural cues and provide encouragement, or a sense of foreboding.

At its simplest, *Sensi-Soccer* provides the gamer with all of the above elements. When a goal is scored the adulation of the crowd tells the player they've done well. If there's a near miss, the crowd shouts out just what was felt at the time: Ooooohhhhh.

And, if the game slows down and becomes a midfield battle, chanting, singing and drumming of drums takes up the slack and maintains a mild feeling of excitement. In all, more of an enthralling experience than the barren kick and thud, or wallpaper-crowd sounds of other football games.

Check out our top-five reactive sound games in the box on the right.

Of course, overdone in a computer game, these sounds would very quickly become tiresome and dreadfully irritating. But carefully rationed and cleverly sequenced, they provide a sub-reward for performing well in the game-theatre.

Continued overleaf ➡

DON'T YOU JUST LOVE BEING IN CONTROL

Far too many softies have made the mistake, and are still making the mistake, of writing games for a one-button joystick only, despite the fact that the Amiga is *more* than capable of reading every button on the CD32 controller; even the old A500.

Purists argue that a good game doesn't need to use more than one button on the stick. They'll point to *Sensi* and ask how an intuitive control-system like that can be improved upon. It's a relatively convincing argument.

But, if you look at *Sensi* on the SNES or the MegaDrive and see how easy it is to execute a big 'hoof' up the field by pressing a button, rather than the semi-intricate manoeuvre demanded by Amiga *Sensi*, then the argument falls flat on its face.

Don't get me wrong, though, I'd still rather play *Sensi* on the Amiga with a Cheetah Bug than on the SNES with a joypad.

It's just that I would have liked the choice of whether to use a one-button joystick or not. Some games are worth the extra investment of a joypad or CD32 controller.

Use of several buttons in certain games means that the gamer need never be distracted with trifling details, such as hitting the space bar to activate maps, smart bombs, change weapons, etc.

Now it's just a matter of feeling the way with the thumb and pressing the requisite button or shoulder button. An action which quickly becomes intuitive with a bit of extended play.

Apache One, Come In, Over. I Think We Lost Him, Sir.

Music, sound FX and speech that relates to, hints at, and reacts to the ongoing, on-screen action, not only provide atmosphere, but makes games more enthralling.



DEATH MASK: Some day, all Amiga-sound will be done this way.



JURASSIC PARK: The music borrows heavily from films and builds tension

1) Death Mask

Copying heavily from schlock-movies, where a bunch of all-American kids find themselves in the middle of the woods, or in the outback of the middle of beyond, being chased by a mad deranged psychopathic – insert weapon of your choice – murderer.

All the elements for spookiness and sudden fright are here; howling wind, grungy crunch sounds, overly loud footsteps, echo from the guns when fired, drum cracks at appropriate moments, an eerie short silence when the weapons stop firing, water dripping in the background and riffs that could have been lifted straight out of a John Carpenter movie.

A tremendous testament to the power of properly used sound. *DeathMask* demands to be routed through a Hi-Fi (remember to connect left and right sockets to left and right sockets, otherwise the footsteps won't sound right) against another person with the lights turned down and the volume up high.

The sound turns it into more than a contest, it turns it into a matter of life and death. And that's terrifying.

2) Jurassic Park

Out before *Death Mask*, the tunnel sequences in *Jurassic Park* are genuinely scary – for a while at least. The gamer finds themselves traipsing through corridor after darkened corridor on a search to find various objects and restore power to the complex.

Unfortunately for the searching party, there are Velociraptors loose in the corridors and the closer you get to them, or they get to you, the more the music cues you. But, again, similar to *Death Mask*, the music borrows heavily from films and builds tension, so that when a Velociraptor closes, screams and jumps at your throat, your heart has already twisted in a helical coil and feels so tight you could hit a perfect drum note on it.

The tension released when you eventually shoot one is immense and probably quite embarrassing for anyone who doesn't know what you're doing.

3) Seek and Destroy

In the realm of sub-rewards for good play, positive feedback for state of your craft, and all-round bloodthirstiness, few games can compete with *Seek and Destroy's* select samples:

Take Him Out, Overkill, Yeah, Damage Critical, Finish him off, Mayday, mayday, we're going down, Catch this, Touch-down, Apache One return to base, Mission complete, Let's get outta here. Apache One, are you out there? Sshhhttaatic, I think we lost him, Sir. Apache One come in over, I can't get a reply, Sir.

Each of the above samples is carried out with aplomb deserving of any American war-movie set in Vietnam. When the proficiency to fly straight at a nest of six, mobile, ground-to-air missile launchers and take them out is achieved, you truly feel that you've deserved the "Overkill" adulation, or even the loudly barked jubilant, "Yeah!". In all, it hypes the excitement level, keeps the players on their toes and provides a feeling of achievement against a pretty tough game.

4) RoadKill

Similar to *Seek and Destroy* in the sound-department, *RoadKill* dispenses with usual run-of-the-mill sounds, usually associated with driving games.

Sure, all of the expected sounds, such as engine revving, tyre screeching and collision impacting are here. But *RoadKill* travels far beyond that.

After killing four opponents, a growling voice similar to the show-host of *The Running Man* growls: "Get the jackpot" and one more kill gives you the jackpot. Assuming you get the jackpot, the voice intervenes: "Get the Super Jackpot". One more kill achieves this, then a rock 'n' roll rift, verging on cliché, bursts in and you feel good; the Mad-ish Max of the Amiga top-down racing circuit.

And finally, for the truly bloodthirsty in a road fight, there's: "Take his life" and "Destroy Him" after an encounter which hasn't quite killed off an opponent. Let's hope Vision come up with more Amiga-games that use these techniques and provide an editor so that users can create their own samples.

5) Sensible Soccer

One of the first games to make sensible use of reactive sound. Rather than continually repeating the same samples all the time, *Sensi-Soccer* loads crowd-chants, etc. in blocks.

SWOS originally promised football-chants from different crowds around the world, but due to lack of disk space and looming deadline dates, it never materialised. Who knows, some enterprising young company might just take it upon themselves to earn a licence from *Sensible* to do so. It would make a lot of difference to me personally to be able to load in "Hello, Hello, we are the Killie boys".

As it stands, *Sensi* is good, but it could be much better in the sound-department.



SEEK AND DESTROY: "Mayday, mayday, we're going down" radios the co-pilot before a crash.



ROADKILL: Proves that nothing beats rock 'n' roll riffs for that extra surge in a violent racing-game.



SENSIBLE SOCCER: Eric Cantona doing what he does best. The crowd had better be careful, though.

The reward of completing a level or finishing first in a race simply doesn't cut the mustard any more. Attention to detail and small touches, like sound-rewards, enhance the experience and ensure longevity and enjoyment in any game.

Just imagine scoring a goal in *Sensi* and being greeted with stony silence. Doesn't bear thinking about, does it?

Neither does the thought of being stuck with one control-method that isn't any use. Yet it happens time and time again.

One of the main complaints aimed at the original *Lotus Turbo Challenge* was the use of Forward on the joystick to accelerate (similar complaints have been made about Jump on platform games, but we'll not go into that here).

NO PAIN, NO GAIN

Prolonged use of Forward to accelerate can result in a mild form of Repeated Strain Injury (RSI) . After a while, if you are unlucky, this can result in excruciating agony, ranging from wrist and finger pain, to inflammation of the arm and an inability to play the game for an indefinite period of time, lasting from several minutes, to several days.

Gremlin fixed this with the release of *Lotus 2*. Now the choice of the Fire button or Forward on the joystick to accelerate was opened up. The only pain expected now from extended play was a mildly sore thumb or trigger-finger.

This simple, easy-to-implement software-mechanic had the potential to set a trend, but sadly it's been all but ignored. The most recent culprit in the Forward-to-accelerate crime-stakes is *F1 World Championship Edition* from Domark. Shame, shame, shame!

Also ignored in many games is the ability of the Amiga to read joysticks and joypads with multiple buttons, such as CD32 controllers, megadrive joypads, and the new and highly effective Technoplus Joypad.

Check out the big box entitled "Power is Nothing Without Control" to give you an idea of the potential of a properly used CD32 controller.

So what's to be done and who's to blame? Everybody really. Game designers, programmers, reviewers and gamers themselves. The Amiga has so many under-exploited features as it stands, it's surprising nobody's been shot yet for gaming-negligence.

We'll be taking a look at other elements that can improve games, such as customisation and alternative control-methods next month.

Let us know if you agree, disagree, or couldn't care less about what's been said here.

We'll incorporate your feedback into the next feature and, rest assured, we'll pass on your feelings to game-developers and report on what they had to say for themselves.

Power Is Nothing Without Control

Which buttons do you press to take control of the game?



GUARDIAN: Quite probably the most ergonomic control-system ever seen this side of the galaxy.

1) GUARDIAN

With a CD32 pad,
Shoulder Buttons = Thrust and Reverse
Red Button = Fire
Green Button = Flip Craft
Yellow Button = Smart Bomb
Blue Button = Launch Missile
Pause Button = Options Screen

Defender translated into a 3D-environment, Guardian is more taxing, but less complex, to play than normal games due to the intelligent use of the controls. It takes longer than normal to become completely comfortable with the numerous buttons, but when you do, the aliens had better watch out.



SEEK AND DESTROY: A control-system so intuitive that even deaf, dumb and blind kids could use it.

2) SEEK AND DESTROY

With a CD32 controller,
Shoulder Buttons = Cycle Through Weapons
Red Button = Fire
Green Button = Map
Yellow Button = Auto Zoom on scanner
Blue Button = Land/Take Off

Exciting, rotational helicopter shoot-'em-up. The CD32 controller ensures that even in the heat of the battle, wanton destruction and carnage, the gamer remains cool and in charge. Some day, all shoot-'em-ups will use the CD32 controller this way.



GLOOM: A step to the left, a step to the right, kill those cultists and proclaim your might.

3) GLOOM

Shoulder Buttons = Side-step to the left or right

May not seem like extended use of the controller at all, but without the shoulder buttons, the all-important side-step is awkward and more than slightly intrusive to pull off. Strategic use of the side-step can help immeasurably when facing a corridor packed full of aggressive skinheads, soldiers and monsters.



SUPER STREETFIGHTER 2: Graeme Sandiford says goodbye to contextual combos with a CD32 controller.

4) SUPER STREET FIGHTER 2

Shoulder Button Left = Fierce Punch
Shoulder Button Right = Roundhouse
Green Button = Jab
Yellow Button = Strong Punch
Red Button = Short Kick
Blue Button = Forward Kick

Capturing the playability of the original version would have been impossible without the CD32 controller. Street Fighter2 on the Amiga tried to get round this by making the combos and special moves 'context sensitive'. It didn't work very well.



WEMBLEY INTERNATIONAL SOCCER: Seems like heresy, but *Sensi* could be better with a system like this.

5) WEMBLEY INTERNATIONAL SOCCER

Shoulder Buttons = Speed up deadball situations, Replays
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Yellow Button = Change View from Top Down to Side On

Wembley is a far smoother game when played with a CD32 controller. Trying to do a 'Ping Passing' with a one-button stick is nigh on impossible.

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Please note: All disks in this advert should work on any Amiga (min memory 1mb) unless otherwise stated. E.G. N1.3 means not Amiga 1.3. A1200 or AGA means A1200 only! 2mb means min memory.

UTILITIES

IMPORTANT Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.

PU 207 SID2 + MULTIDOS transfer files between the Amiga and a PC
PU 663 CROSSMAC Read/write MAC disks. Shareware
PU 654 APPLE 2 EMULATOR Shareware demo version
PU 230 PRINTER DRIVERS Inc latest Seikosha, Star, & Citizen drivers
PU 367 ESSENTIAL PRINTING UTILS Banners, labels, cassettes etc
PU 727 IMAGE STUDIO v1.21 Graphics conversion package
PU 615 TERDS v2.3 Totally Excellent Random Dot Strereogram
PU 661 AUTOSTEREOGRAM + 3DDOTS Picture converters
PU 684 STERIOSCOPIC ...and another 3D Steriogram producer
PU 167 MULTIPLOT Data plotting program
PU 204 GATORS GRAPHICS TUTORIAL Super D`Paint hints and tips
PU 447 MINIMORPH A nice morphing package, plus a good example
PU 726 PRINT-A-CARD Pics and templates to produce greeting cards
PU 681 ALIENS Good picture and animation viewer
PU 713 GFX (A1200 only) Misc graphics programs
PU 240 FREECOPY V1.4 Removes 'Passbook Protection' on some games
PU 426 LOCKPICK 2 Disk copier which may also unprotect programs
PU 551 ASI DISK ARCHIVERS PackDisk, P-Compress, All2LHA, etc
PU 700 EXOTIC RIPPER v3 Now rips out just about any music
PU 697 TUDE The ultimate degrader and enhancer disk
PU 421, 427, 623, and 724 ASI DISK HELPERS 1 to 4 (4 disks)
A selection of essential utilities. Includes: Disksalv2, Dcopy 3.1, Diskmate, Install Master, Assign Manager, SuperDuper 3.1, Bad Format 4.0, ClickNot v 37.3, Guiarc 1.22, Mformat, DiskMaster v3.99 DB v2.0...and more!
PU 625 SNOOPDOS v 3 Dos program problem hunter
PU 698 AIBB v6.5 Latest, get info on your Amiga
PU 652 AMIGA SYSTEM CHECKER SysInfo, ClockDoctor etc
PU 064 HARD DRIVE UTILITIES Backup, fixdisk and more
PU 548 REORG V3.11 Hard disk organiser/optimizer
PU 564 WORKBENCH MATE V1.15 HD menu utility
PU 574 DISK SALVAGE v211.3 May recover deleted/corrupt files
PU 576 HD CLICK v2.7 Clicking menu HD system
PU 686 HD GAMES INSTALLER Installs: Aladdin AGA, Alienbreed 2, Assasin, Bodyblows, Bubble & Squeak, Elfmania, Goal, Isher2, Jungle Strike, MK2, Rise of Robots, Ruff & Tumble, Stardust, Superfrog, Zool 2
PU 772 HD GAMES INSTALLER 3 (There was no 2??) Inc: Alien Breed Special, Beneath Steel Sky, Flashback, Lion King AGA, Parasol Stars, Rise of Robots, Sensi World of Soccer, Skeleton Krew, Skidmarks 2, and more.
PU 721 EPU STACKER v1.70 Increases HD storage capacity
PU 668 SECURITY v3.71 Good prog to protect your HD
PU 425 MAGIC WORKBENCH Re-designed workbench, (for w/b 2.0+)
PU 536 MAGIC WORKBENCH EXTRAS More goodies
PU 704 MAGIC WORKBENCH EXPANSION ...and more
PU 285 WORKBENCH 3 BACKGROUNDS enhance your WB 3.0
PU 714/6 ICON ARCHIVE A massive 3 disk collection of icons
PU 728 ICONTOOLBOX v2.12 Icon creation utility disk
PU 291 WORKBENCH HACKS Fun/useless hacks for AGA machines
PU 496 BLITZBLANK WB 2.04 + Great blanker. Various FX
PU 683 CAPTIONATOR v2.0 Improved TV titler. New fx, fonts, etc
PU 712 PROTITLER Excellent shareware video titling
PU 659 SCION v3.13 Geneology program, appears to be well set out
PU 680 GENIE Another family history data base
PU 293-317 HAM RADIO SET 25 disks for only £15.00
PU 666 TELETEXT A hardware & software design project
PU 694/6 TERM v4.2 Latest modem program(3)
PU 759 VIRUS WORKSHOP v5.1 Latest update
PU 692 VIRUS CHECKER 6.47 Latest version

MUSIC UTILITIES

PE 030-2 ELECTRONIC MUSIC Desktop guide to electronic music(3)
PT 093 OCTOMED TUTOR A simple to follow tutor
PT 165 MIDICRAFT FREEWARE DEMO Preview of MidiCraft mag
PT 166 MIDICRAFT FREEWARE DEMO 2 ...and more
PT 167 A DROP IN THE OCEAN ...and more
PT 168 GUITAR CHORD DIRECTORY Latest version
PT 169 SONIC DRUMKIT v2.1 Latest version
PT 170 DELITRACKER 2 Latest version, plus Utils
PT 171 HIPPO PLAYER Will play 8 track PC Steamtracker mods
PT 172 AUDIOMAGIC 11 Latest music utilities
PT 174 OCTAMED V4 Great music package. Latest PD version
PT 173 SOUND MACHINE v1.5 Converts WAV and VOC to IFF

EDUCATION

PE 007/8 LEARN & PLAY Word & number games for ages 5-10 yrs(2)
PE 027 AMIGA BEGINNER Help and info on the Amiga
PE 035 KIDS DISK 1 Alphabet & Colours. Great for pre-school
PE 047/9 BACK TO SKOOL 1, 2, & 3 Compilation of education progs(3)
PE 050 LITTLE TRAVELLER World geography info
PE 054 ARTISTIX Superb art package for kids. Recommended!
PE 058 WORD FACTORY Brilliant spelling program
PE 061 CHESS TUTOR Working demo of good chess tutor
PE 077 GCSE MATHS Several lessons and questions
PE 086 KIDS DISK 6 Includes `Shop` a good money/counting game
PE 090 ALGEBRA & TRIGONOMETRY For 12s and over
PE 105 10 OUT OF 10 MATHS Brill demo of the commercial packs
PE 109 SPELLTRIS (n1.3) Educational Tetris Game
PE 110/1 STAR TREK GUIDE Hyperbook Trek info(2)
PE 112/3 TC SPACETRAVEL Demo of Space Travel info program(2)
PE 116/7 PHOTO TECHNIQUES Great photo manual. Good tips(2)
PE 120 WORLD ALMANAC Super A to Z of countries around the globe

BUSINESS

PB 002/3 ANALYTICALC Superspreadsheet(2)
PB 015 TEXT PLUS V3 Great shareware word pro. with spellchecker
PB 019 BUSINESS LETTERS Examples of tricky letters. Useful
PB 020 TEXT ENGINE 4.0 Possibly the best `PD` Wordprocessor
PB 022 BBASE III v1.3 Comprehensive database
PB 023 FORMS UNLIMITED Nice program to create Forms
PB 024 LAST WILL & TESTAMENT Examples of wills
PB 030 MONEY PROGRAM Flash accounts/personal finance
PB 038 BUDDBASE Comprehensive database. Great docs for beginner
PB 042 EASYCALC PLUS Dos 2.0 or higher Spreadsheet
PB 046 PERSONAL DIARY Simple electronic diary for the Amiga
PB 054 ACCOUNT MASTER v3 Another fine finance package
PB 065 ONFORM v1.3 Computerised order form for businesses
PB 066 ADDRESS PRINT v4.4 Address dbase & label print
PB 067 DYSK STIK A nice disk labeling program
PB 068 OFFICE BOX Compilation of business programs
PB 069 CHECK IT OUT v1.02A Excellent accounts package

GAMES

PU 722 F1 GP EDITOR Change names colours power etc
PG 482 GLADIATORS OF DAGANIA D&D 3D maze
PG 486 DYNAMITE WARRIORS 2 Good Dynablasters clone
PG 489 SUPERMEGA FRUITS A brill fruit machine demo
PG 492-8 TOMCAT (HD only) Huge seven disk flight sim (2mb)
PG 506 XENEX Its like Asteroids but a little special
PG 508 ULTIMATE QUIZ Quiz. More questions available
PG 510 PUCMAN WORLDS Novel Pacman variant
PG 514 DELUXE GALAGA v2.4 Mega and classic game
PG 518/9 JINX (AGA) A 25 level diamond puzzle Very classy(2)
PG 530/1 CHANEQUES Super Lemmings clone. GET IT, its great(2)
PG 533 INDYCAR CHALLENGE Car racing management
PG 537/8 CHEATLISTER v3.06 100s of cheats & solutions(2)
PG 556 TRILEMMA Clever 2 player board game. Gotta think in this
PG 557 INFECTION Up to 4 player board game. Fill board with blobs
PG 562 HARRY HADDOCK Great Platform! Inspired by James Pond!
PG 563 KILL THE LITTLE DUDES Excellent shooting platform
PG 565 APPLEJACK (AGA) Hey! its just like Mr Do or DigDug
PG 576 POKERMANIA Superb poker machine with loadsa extras
PG 578/9 SOFTWARE HOUSE Management game(2 disks)
PG 580 PSYCHEVAL (Not 1.3) Just like Alien breed! One level demo
PG 581/2 LORDS & EMPIRES (Not 1.3) Super strategy adventure(2)
PG 594/5 MADHOUSE (AGA) Monkey Island like graphic adventure(2)
PG 600/1 SKIDMARKS II CARS (AGA) Extra cars plus install scripts(2)
PG 596 JET SET WILLY 3 (AGA) Super typical Spectrum game

TEXT ADVENTURE PACK (Improved)
A great chance to get into the wealth of text adventures available on the Amiga. Includes: PG 48-The Holy Grail, PG 149-A Night at the Town, PG 204-Thrall Bound, PG 266-Box, PG 371-Temporal Misplacement, PG 392/3-The Suitcase, PG 403-Life After Death, PG 432-PsychoWard, PG 462/3-Time Zoner, PG 535-Oklibs Revenge, PG 575-Zut Alors
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DEMOS / ANIMS etc

PD 068 PHENOMENA ENIGMA Old but great. Demo that set the pace!
PD 268 SOME JUSTICE Freaky gfx + sounds by URBAN SHAKEDOWN
PD 284/5 BOMB MOTION Brill fractal landscapes and 3d vectors
PD 286 WIT PREMIUM (AGA) Manic rave music, fast flashy graphics
PD 287 ANDROMEDA: NEXUS 7 (AGA) A must for AGA Amiga!
PD 297 IN A WORLD OF ASCII (Not 1.3) Very clever indeed. All ASCII
PD 301/2 REBELS SWITCHBACK (AGA) Includes superb rollercoaster
PM 271/2 CULT TV THEMES Mods of D/Man, UFO, Capt Scarlet, etc
PM 273/4 HAPPY HIPPO Approx 20 great tracks of new Amiga music
PM 275/99 GATHERING MODS. Wow!! 17 disks of LHA archived music modules. 100s of em! **Get them all at the special price of £10.99 (+p/p)**
PS 041/2 JIMI HENDRIX Nostalgic pics plus music samples
PS 199 3D STEREO SLIDE Its those freaky 3d pictures
PS 203/4 IRRESPONSIBLE ART (AGA) Great Manga pictures(2)
PP 210/1 POSTMAN PAT (2mb) Amusing cartoon animation(2)
PP 212/3 CAPTAIN SCARLETT (2mb) MovieSetter anim + TV samples(2)
PP 216/9 CHARLEY CAT - GARDENING (2.5mb) Latest great anim (4)

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ART23 Months	ART24 Wacky
ART25 Holidays	ART26 Banners(2)
ART29 Food(2)	ART31 DTPBorders(2)
ART34 TeddyBears(2)	ART36 Halloween
ART39 Floral	ART49 More Animals
ART50 Animal Lineart	ART54 Space/Transport
ART58 Travel(2)	ART59 Alphabet(2)
ART65 Animal/Birds	ART68 Beast/Myth(3)
ART69 Transport(3)	ART70 Trucks/Trains
ART71 Astrology(2)	ART72 Aircraft(3)
ART73 Birds	ART74 Dogs
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ART78 Military(10)	ART80 Kids/Animals
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PU 158	Environment, Health,Home
PU 159	Valentines, Weddings, Leisure
PU 160	Birthdays, Xmas, Easter, etc
PU 161	Kids, Family, Fashion
PU 162	People (Men Woman)
PU 163	Signs (Bears, Christmas, Misc)
PU 164	Sports
PU 165/6	Work and Trades 1, Transport

Colour Clipart

Please Note: Most of these are in HAM and require D`Paint 4 or suitable DTP program

MAPS OF THE WORLD

CCL 01	Afghanistine - Botswana
CCL 02	Brazil - Czechoslovakia
CCL 03	Denmark - Grenada
CCL 04	Guadel - Illinois
CCL 05	India - Luxembourg
CCL 06	Macau - Mississippi
CCL 07	Montana - New York
CCL 08	Ohio - S.Dakota
CCL 09	Senegal - Tuuaw
CCL 10	Texas - Zimbabwe

GENERAL INTEREST

CCL 11 Reptiles	CCL 12 Actors
CCL 13 Actors	CCL 15 Aircraft
CCL 16 Aircraft/Cars	CCL 18-26 Birds (8)
CCL 27 Cats	CCL 28-35 Dogs (8)
CCL 36 Explorers	CCL 37-40 Fish (4)
CCL 41-51 Flowers (11)	CCL 52-53 Fruits(2)
CCL 55 Frontier	CCL 56 Horses 1
CCL 58-60 Insects(3)	CCL 63-71 Mammals(9)
CCL 76/77 Pre-History(2)	CCL 78-81 People (4)
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CLG 64	MAHJONG & PLUM IT	Two classics!	£4.95
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CLG 70	WINNING POST	Horse racing game	£4.95

Latest Releases
...and first time advertised

PB 071 Gas Trick	Work out your gas bill
PB 072 Spondulix Mk5 (N1.3)	Nice home finance program
PD 303 Omen Demo (AGA)	Excellent new demo
PG 551 Therapist	You`re the patient, Amiga`s the doc!
PG 602 Master Blaster	New Dynablaster clone
PG 604/6 Card Games Deluxe(AGA) 3 disks	Video Poker and Blackjack from Reko Production. Load your Klondyke cards into this too
PG 607 Springtime	Downward view puzzle. Game of the month
PG 609 Carnage	Multiplayer Shoot em up
PG 610 Fears 2	Fab Doom clone, everyones talking about
PG 611 War of the Worlds	A 3D virtual reality game
PG 612 Nicky 2	Colourful platform. Its good! A must for fans
PG 613 Joust	A version of the old arcade game
PS 201 Mosaic AGA Slide	Super hand drawn pictures
PT 175 SoundBox	Like Sound Machine
PU 739 Car Data Analyst	Programs to calculate BHP etc
PU 740/1 Image Studio v2	Latest version now on 2 disks
PU 747 Imagedesk v1.2	Make thumbnails of your pics
PU 748 Final Fax & Patch 030	Speeds F/W in faster machines
PU 749 DIY Reko v1.1	Make your own cardsets
PU 750 Final Wrapper 3	Final Writer update
PU 751-3 Finding the Truth	3 disks of UFO stuff
PU 760 GFX Converter v1.2	Graphics converter
PU 761 Magic Workbench 1.3	Now works on the Amiga 1.3
PU 762 PC Task v3.10	Latest version of this PC emulator
PU 763 Dopus Companion	Useful extras for directory Opus
PU 765 Amiga Fax v1.42	Latest version
PU 766 Frodo v1.5	A new C64 Emulator?
PU 768 Texture Studio v1.02	Textures for use in Imagine?
PU 769/71 Magic Eye	Produce your own Stereograms!(3)
PU 773 Magic Drive	Creates a disk drive in RAM
PU 774 AutoSteriogram v4b	Updated PU661. Demo
PS 205 Fork Tongue	Sepia slides of indians (cowboys)
PS 206 UFO (2mb chip)	Chainsaw Slippers returns! Wacky
PT 177 LOOM (Demo-4mb min)	New way to compose music

Finally, books on a disk. More available inc all Shakespear`s works

LIT 28 Robert Louis Stevenson	Treasure Is, Jekyll&Hyde
LIT 29 The Secret Garden	plus Flatland and Saracrewe

Games Compilations

The best selection of PD games ever assembled Here is our top 20 list of the very best.

PLEASE NOTE: The odd game will not work on certain Amigas

ASI 3	Megaball (great Breakout) & Drip
ASI 14	China Challenge, Columns
ASI 26	Superpacman, SmashTV
ASI 27	Assorted card games
ASI 36	Wond`land, Donkey Kong
ASI 41	Pacman, Hellzone
ASI 46	Checkers, Ouch!, City, Amiga Q
ASI 60	PipeMaster, Hunter, Chinese Checkers
ASI 65	Paranoids, Chess, Word Puzzles
ASI 70	Wangle & the best Tetris
ASI 71	Numerix, Battleships
ASI 89	Megaball 2.1, Cluedo
ASI 90	Starians, Flashbier, MineField
ASI 96	Dungeon Flipper, Backgammon
ASI 113	Trek trivia, Popeye
ASI 151	Krillian, Caffeine. (Brill SEUs)
ASI 158	Scrabble, Toad, VChess2
ASI 168	Dyna-Warriors, Ludo
ASI 200	Pub Darts, Battleships
ASI 225	Backgammon, SteelDevils, XenoStar

SPECIAL OFFER.......... Any 10 of the above....£8.00 All 20 of the above...£15.00

UPD Public Domain Discovery Pack

Compiled for the new Amiga owner or anyone wanting to discover the wonderful world of Amiga PD

Pack contains: Word processor, Database, Virus Killers Disk, Copier, Selection of great games, A stunning demo Plus our latest catalogue (Please state Amiga model)

A total of 8 disks for only £5.00 inc

Catalogue

Our PD collection is now HUGE!! For a full catalogue just send 3 x 25p stamps. Includes a full list of Education Demos, Utilities, Music Utilities Business, Animations, Demos, Games, Music, Fonts, Business, Clipart, Education, & more!

Lottery Fever

Collection of the best lottery programs

PU 689 COP THE LOT

Stores past numbers, but picks random. Its written in Cando, so looks nice!

PU 756 BALLS (AGA)

Quite nicely presented, this one will show you the most popular and least popular numbers on the lottery. Keeps track of the past numbers too.

PU 757 NATIONAL LOTTERY (Liberty Software)

Shareware demo of the full program, which we think is best program around for the serious Lottery punter. Its based around a scientific picker to favour missing or popular numbers, but it also contains a powerful user editing system. E.g. If you think there will be no `forties` this week it will leave them out. Want a specific number of odds/evens, or the numbers added together to be over (e.g) 150, then this will do it. Syndicate entry? Need 100 selections? No problem.

PU 758 PRO LOTTERY

Another shareware demo, and the best looking program. Will only pick random numbers in this version. Also includes a very interesting program explaining how `random` is opposed by the law of averages!

PU 775 LOTTO LUNACY

Thanks to R Webb for this, probably the best pure PD lottery program available. It keeps a data base of winning numbers, then analyses them to show most and least popular. Also gives a graphical representation of numbers drawn. Include for sure!

The above programs are PD available at our usual price of 99p plus p/p

CLU 43 LOTTERY FORECASTER £3.95

Licenceware. Fun picker based on birthdays, stars, lucky numbers etc

CLU 44 NATIONAL LOTTERY £3.95

Licenceware. Checks and stores numbers, & will look for patterns for picks

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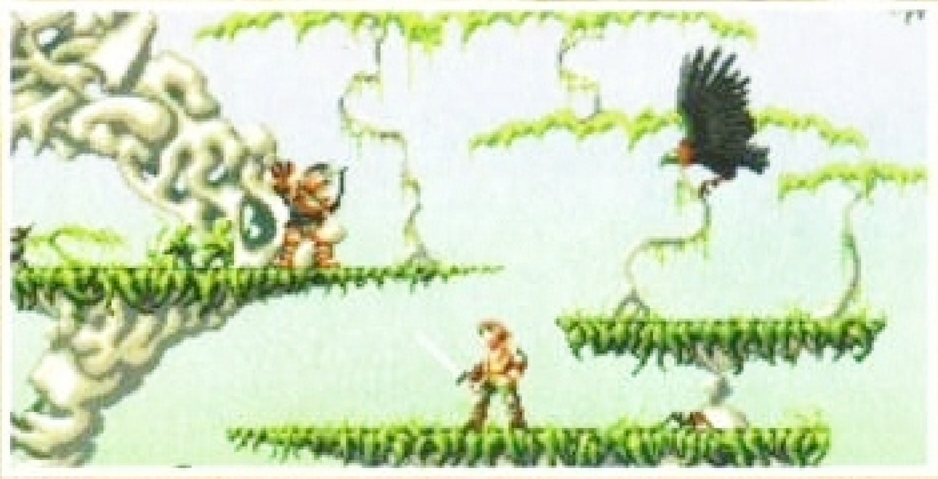
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SCREEN PLAY

Fears

Fears captures just about all that's good about computer-gaming and absolutely *everything* that's great about the Amiga-scene in general.......p45



Indulge your Tolkienesque fantasies with Audiogenic's *Odyssey*. Fast, frolicsome, RPG-arcade fun.

AMIGA FORMAT

THERE'S A LIGHT...



"The darkest hour is just before dawn," someone wrote prophetically about something not particularly well-specified over a hundred years ago.

They might not have had the troubles of the Amiga in mind, but the proverb is still more than relevant, considering the present plight of the Amiga-market.

With the advent of games like *Gloom* and this month's new release, *Fears*, the dawn of a new age of Amiga-gaming is almost with us. Unlike other game-systems, where game-concepts are decided by committee and budgeted for with global marketing and hundreds of thousands of developing dollars in mind, Amiga-programming houses, such as Acid, Vision, Graftgold, Black Magic and Bomb, pay more attention to pushing the Amiga's envelope in terms of entertainment, gameplay, and innovation.

It's hardly surprising that most of the best games on the videogame market at the moment are for the Amiga. Bear in mind that when I say this, I currently have access to everything that's out there for every other system. So far, I've still to be as impressed in value-terms as I was with *Fears*.

Steve McGill

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49%
Overwhelmingly poor quality games with major flaws and appaling gameplay.

Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

TOTAL FOOTBALL page 39

Find out how our suggestion for *Total Football* has been taken to heart by Domark's in-house team of programmers and is going to be implemented in the full game. Also *Uridium2 AGA* and *Limbo of the Lost.*



EXILE: Tremendous excitement in store.



GLOOM: Dominating the CD32 and A1200 charts.

REVIEWS

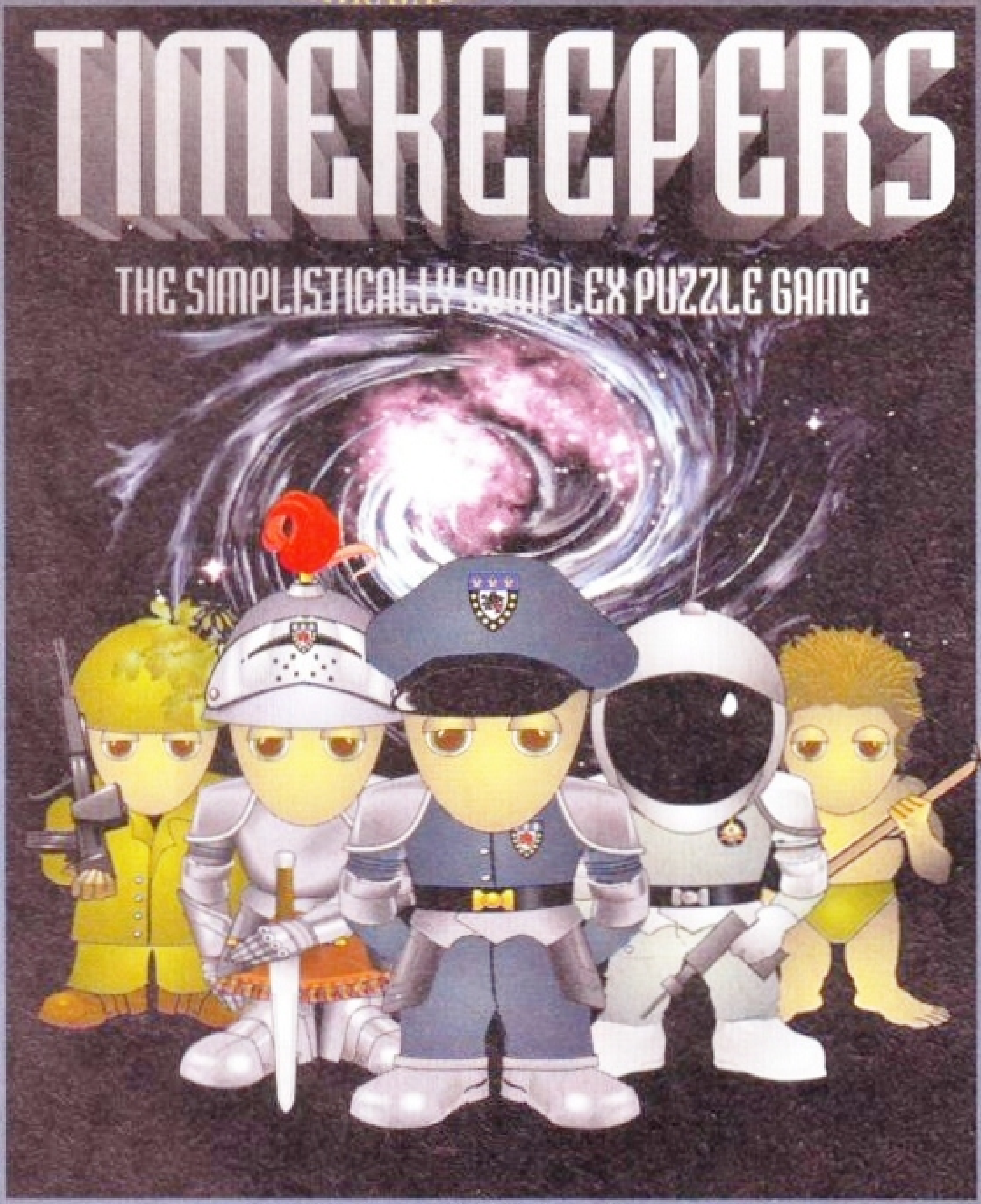
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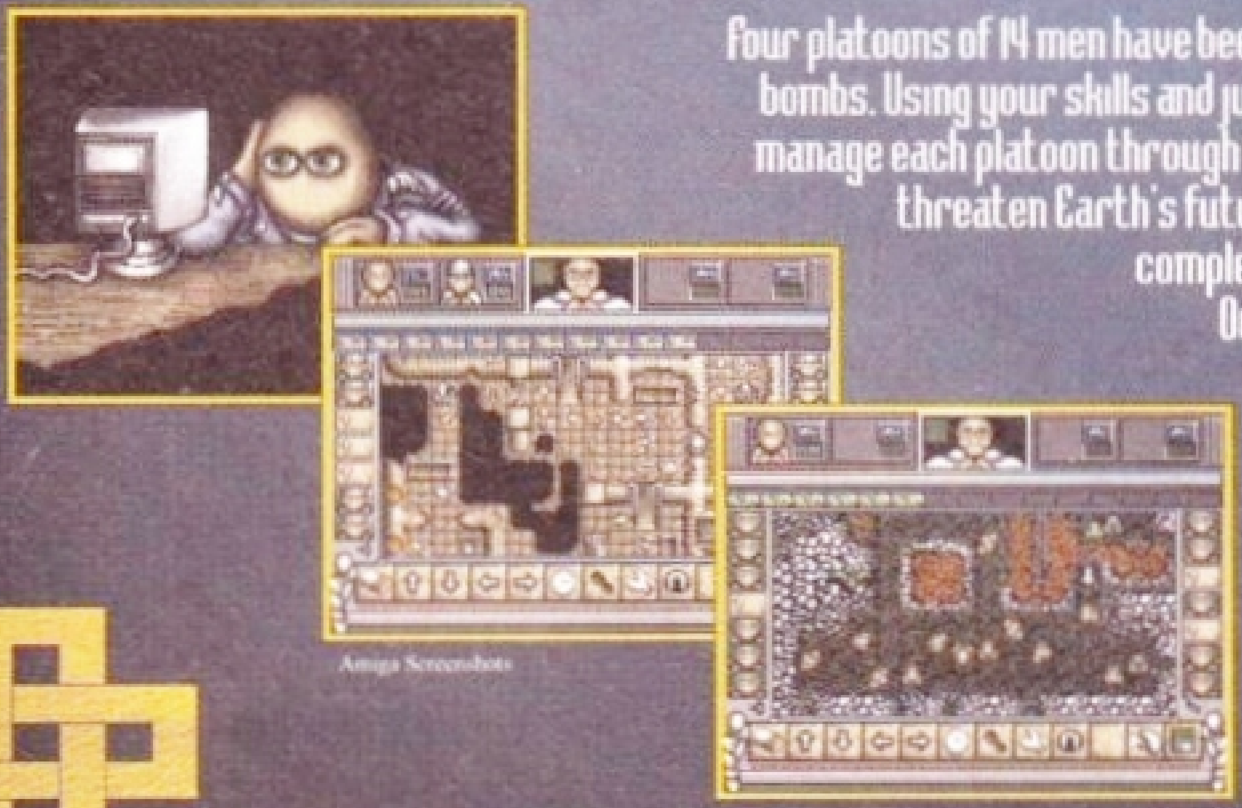
Vietnam Land 1966
Dressed in full combat gear prepare to be thrown into someone else's war. Encounter hordes of enemy platoons, land mines and swamp lands with military helicopter support and river patrols.

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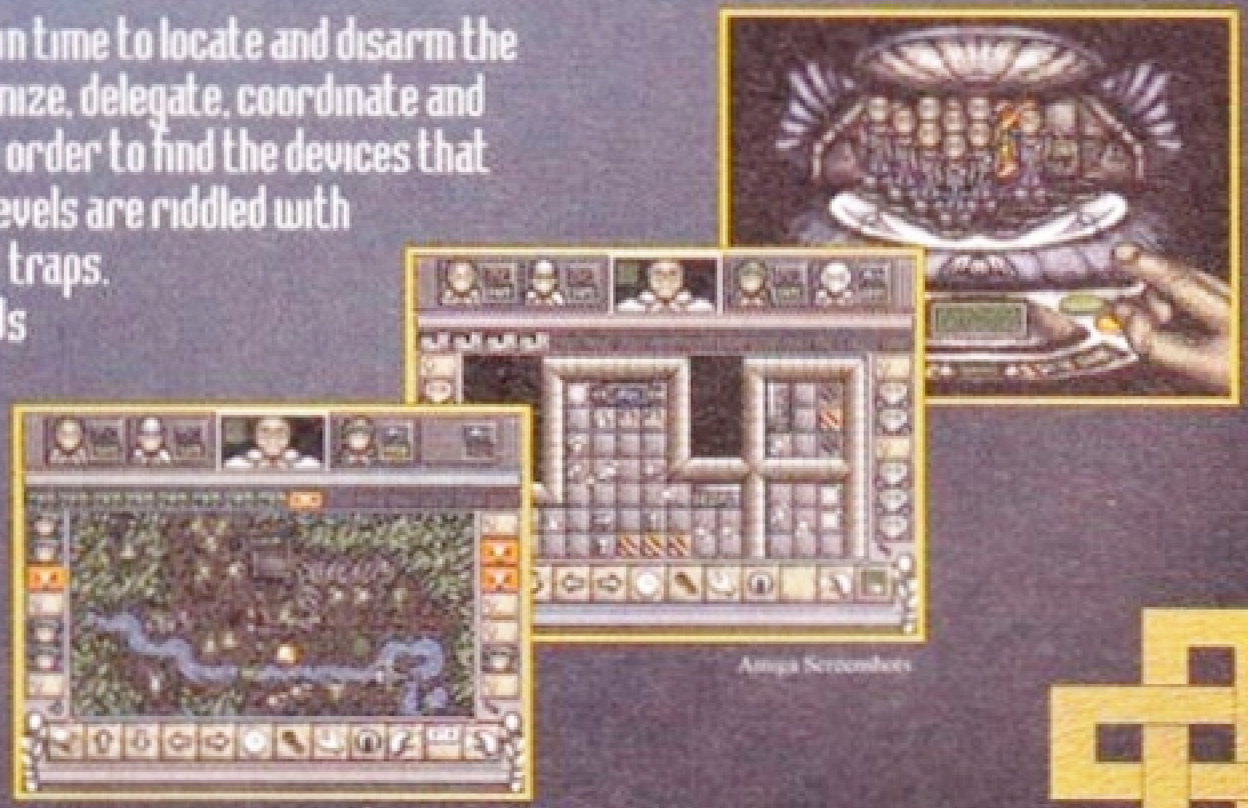
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Amiga Screenshots



Amiga Screenshots

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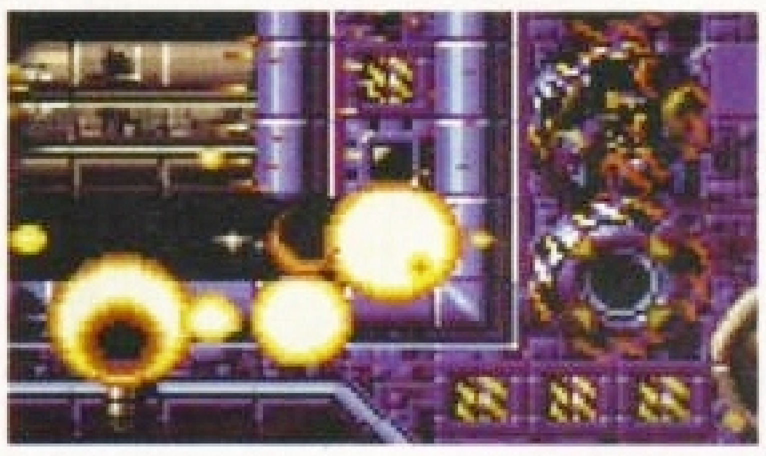
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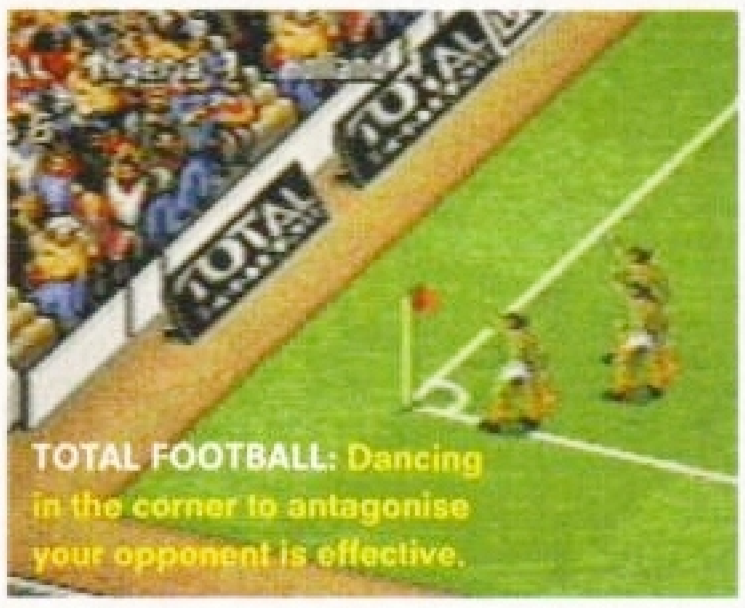
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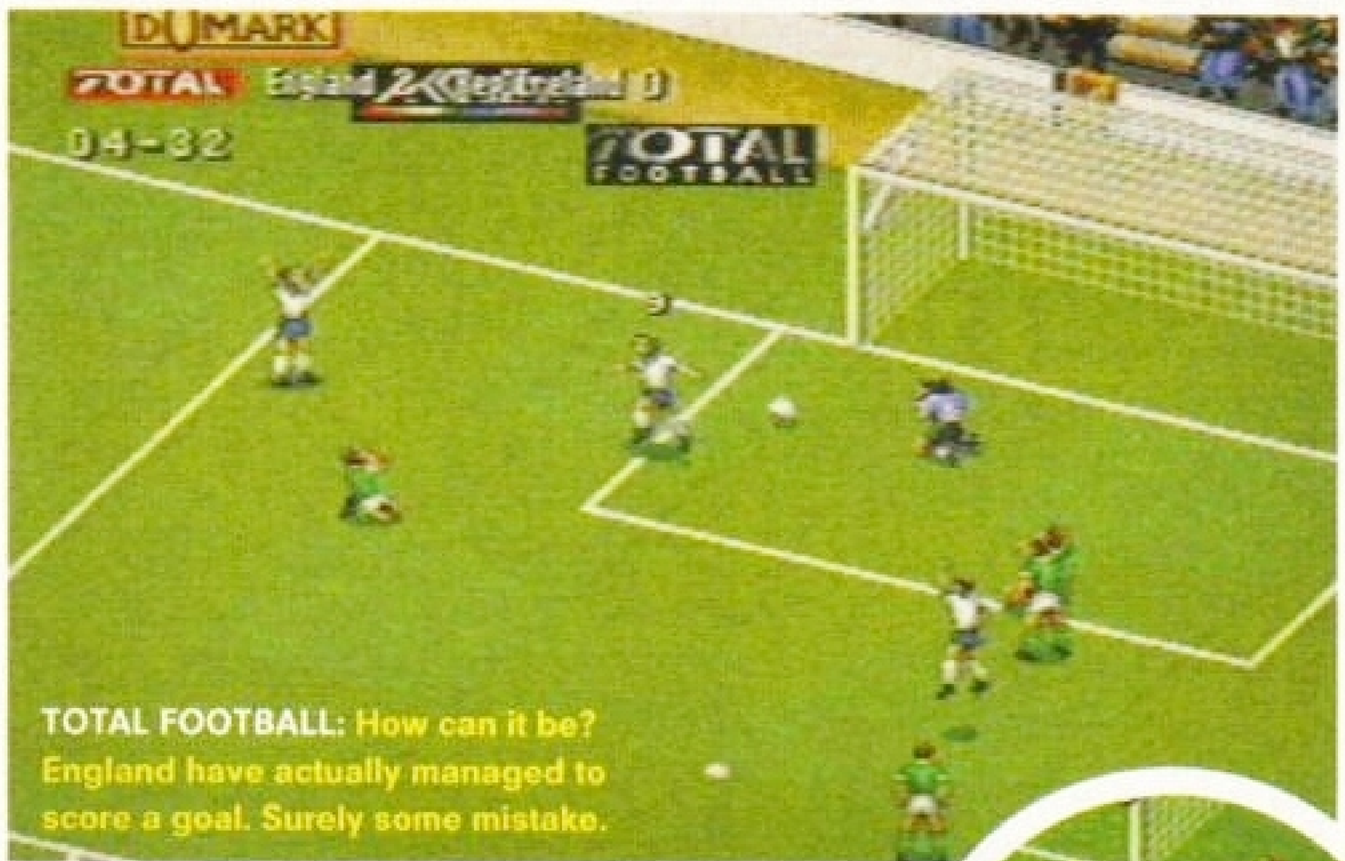
To actively seek and propagate insider information on the top Amiga. A task Steve McGill took to with relish. Here's how he got on...

Previews



TOTAL FOOTBALL: Dancing in the corner to antagonise your opponent is effective.





TOTAL FOOTBALL: How can it be? England have actually managed to score a goal. Surely some mistake.

TOTAL FOOTBALL

1Mb Amigas ■ Domark
0181 780 2222

Domark must have realised that no one has yet produced a completely satisfying, isometric footie game on the Amiga.

FIFA International Soccer for example is a game with its own mind that very occasionally lets the players feel as if they're in control of what they're doing.

Manchester United: The Double felt too much like soccer-game pinball with all the good bits of Kick Off 2 taken out of it for good measure. It was too speedy and clumsy to be anything other than a candidate for the Vauxhall Conference, but definitely more comfortable in the Diadora League.

The version of *Total Football* shown to us in the *Format* office was a pre-production, Megadrive version, but if this version bears any reflection on the completed Amiga-game, start putting some money aside now for its imminent release in October.

It uses less frames of animation for the players than FIFA, but this is a godsend due to the speed-up in the flow of the game and the controllability of the players.

Two minutes after picking up a joypad and playing Nick Veitch, we soon became highly competitive, completely ignoring the control-system because it wasn't obstructing our ability to proceed with the playing or scoring of goals.

There are several different kicking, passing and tackling options, and, no doubt, if Nick and myself had all day to practice, we'd have been impressing everyone with our newly found skills.

On the cosmetic side of things, there are some nice little touches. For example, after scoring a goal, numerous options open to the player in the way of celebration. And if the scorer of the goal wants to, he can prolong the festivities to deliberately rile his opponent; rubbing salt into the wounds so to speak.

As such, *Total Football* looks as if it could be a surprise smash. More details on the structure of leagues, teams, formations etc will be forthcoming as and when we receive the completed reviewable version.

Stop Press – Exclusive to Amiga Format.

Although no plans were made in the original specification of the Amiga version of *Total Football* to make use of CD32 controllers and/or console joypads, a quick chat with Darren Anderson, Project Manager (still waiting on hard details of title) of Domark's in-house programming team, rectified the problem.

Now, Amiga-owners will be able to use separate buttons for long kicks, short passes, shots and the all-important celebration steps (see our *We're Taking Too Many Hits* feature, starting on page 29). Don't say we don't care about you. We do.



TOTAL FOOTBALL: A full range of exciting goal-scoring manoeuvres are promised, such as the overhead kick.

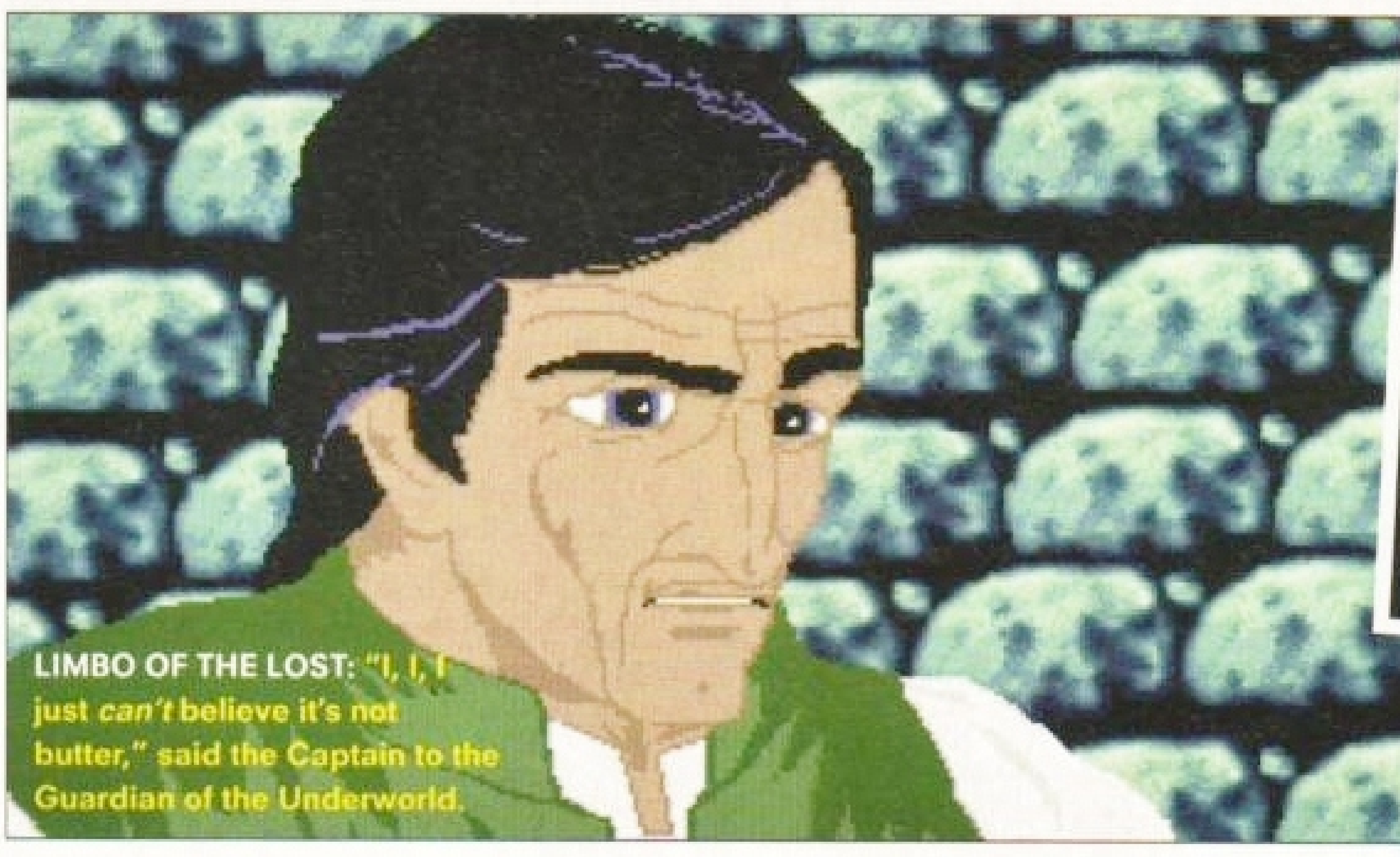
LIMBO OF THE LOST

1Mb Amigas ■ Rasputin Software
01689 850770//

The mystery of the Marie Celeste is the basic inspiration for erstwhile graphic adventure *Limbo of the Lost* from Rasputin.

The player takes the part of Captain Benjamin S. Briggs unseen adviser. Briggs has unwittingly been thrust into Limbo along with his hapless crew. Obviously, being a God-fearingly, righteous, pious type,

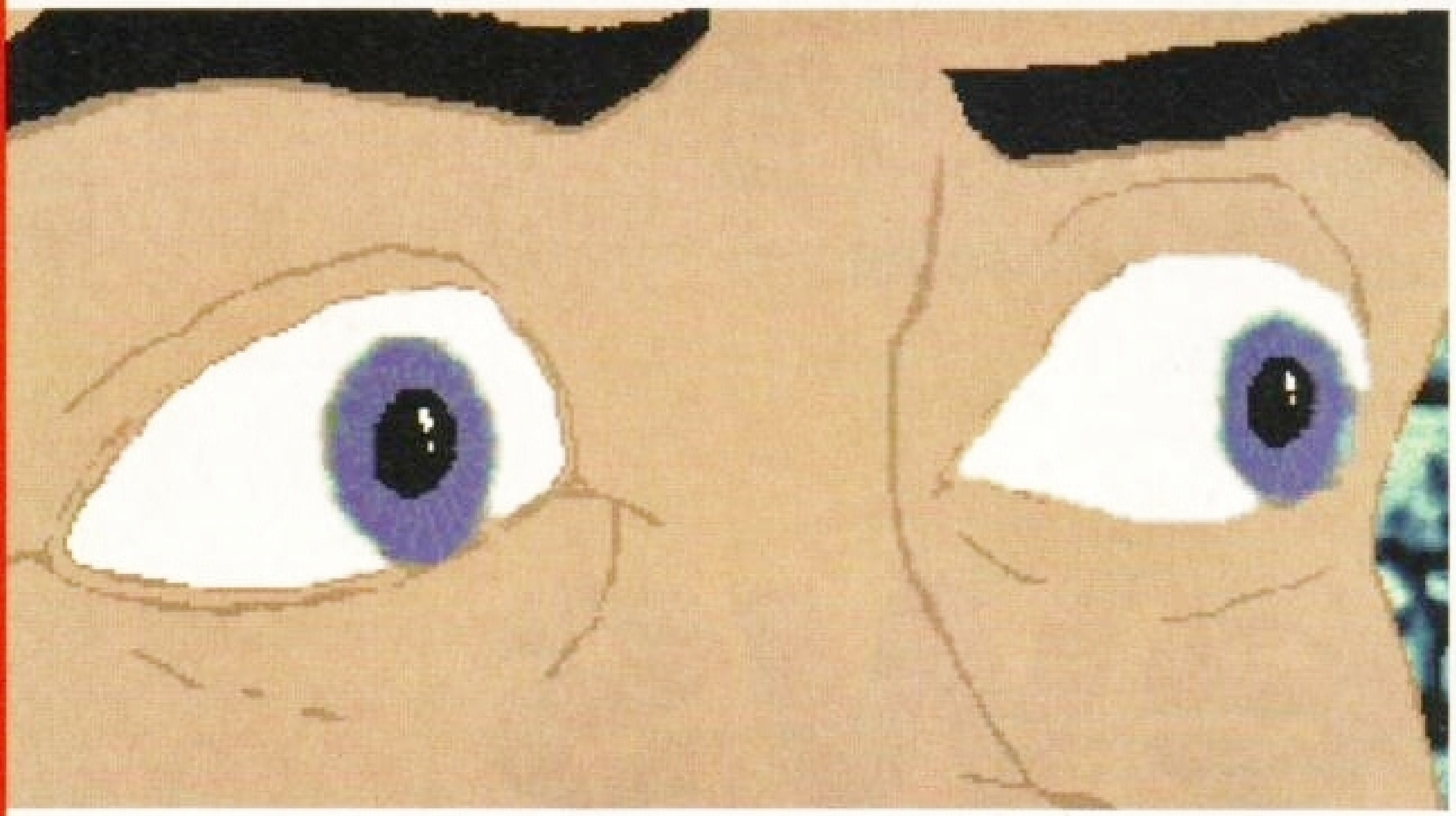
Continued overleaf ➡



LIMBO OF THE LOST: "I, I, I just *can't* believe it's not butter," said the Captain to the Guardian of the Underworld.



LIMBO OF THE LOST: Captain Briggs quickly finds out that it's better to be red than dead. Maybe that's why he's in Limbo?





LIMBO OF THE LOST: Finding himself momentarily worse for wear (he'd been drinking some 'Holy Water') Briggs decided it was time for a rest. Meanwhile, the bouncer debated whether or not to phone the police, or give him a kicking.

LIMBO OF THE LOST: The Captain expressed alarm at the installation procedure: "There's no way they'd send you 16 disks without an Installer. Surely"? Sorry Captain, they did.

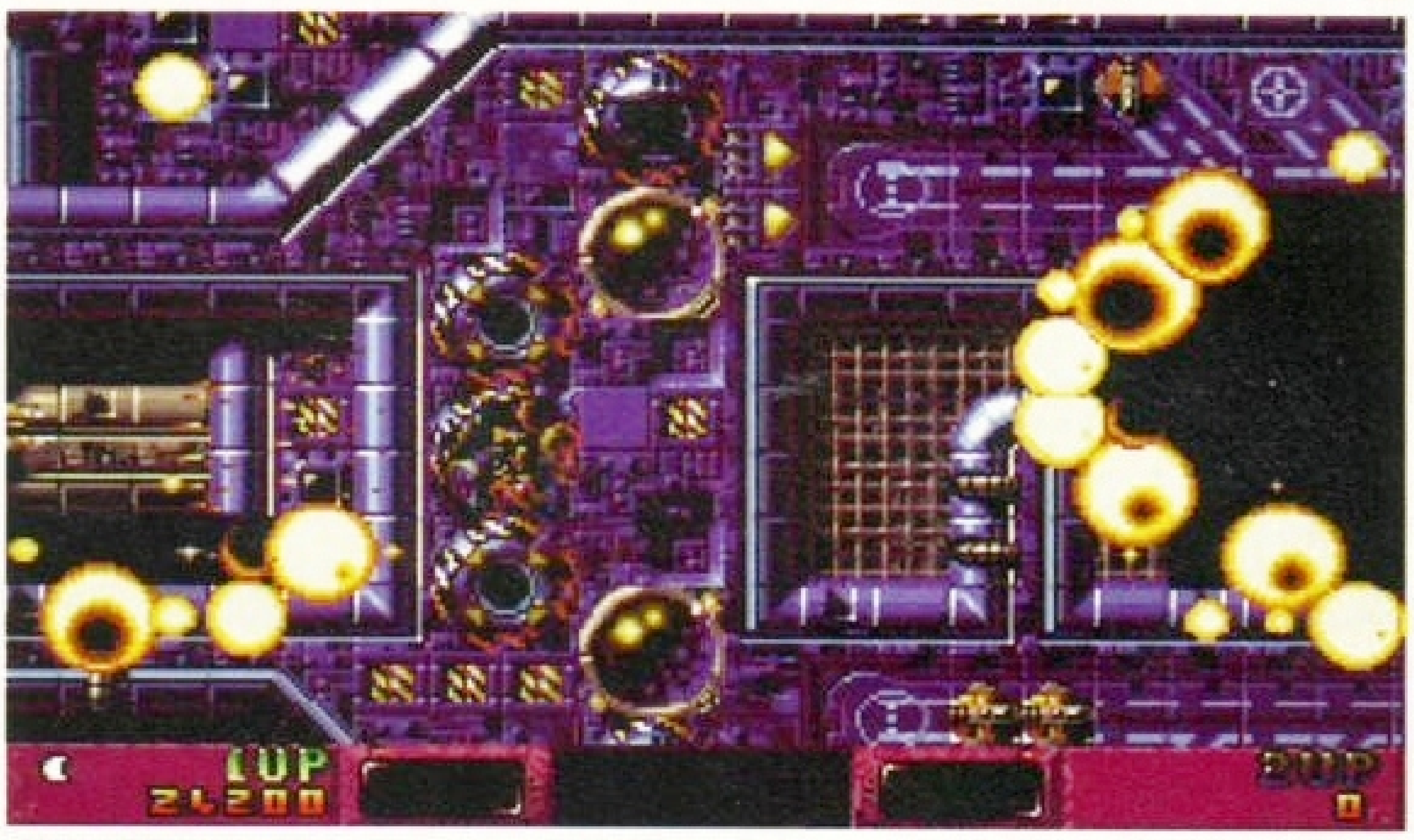
he has to save the trapped souls of his crew and return them to the 'Land of the Living'.

More importantly, he also has to do battle with the Four Horsemen of the Apocalypse. They've stolen God's Book of Creation and it's Briggs' job to retrieve said book.

To complicate matters, one of Briggs' crew managed to tear a leaf out of this book, which means that the Horsemen's diabolical plan to destroy the World cannot proceed. It also means that the Horsemen are actively searching out Briggs.

Your job is to advise Briggs on the courses of action he should take to solve various puzzles and fulfil certain tasks. Briggs usually agrees with what you do, but sometimes he doesn't.

From what we've seen so far, *Limbo of the Lost* looks promising (-ish). Considering that the preview-version came on sixteen disks, don't be surprised if the game takes over a year of game-playing time to complete.



URIDIUM 2: No room in the Amiga market for the AGA-only version of *Uridium 2* with all of its beautifully crafted extras, such as vapour trails on the rockets and single-loading? Surely not.





URIDIUM 2: One of the few games on the market to utilise enhanced abilities of the AGA chipset. Part of the new bundles?

URIDIUM 2

AGA A1200 Version
Graftgold Tel: 01376 500275

In issue 53 of *Format*, ex-editor Marcus Dyson accused Andy Braybrook of single-handedly destroying pop-music.

He pointed to his past record of classic Amiga-hits, such as Rainbow Islands, Fire and Ice and all-time, 8-bit classic Uridium. Who needs pop-music when you've got top-game entertainment like this, queried Marcus.

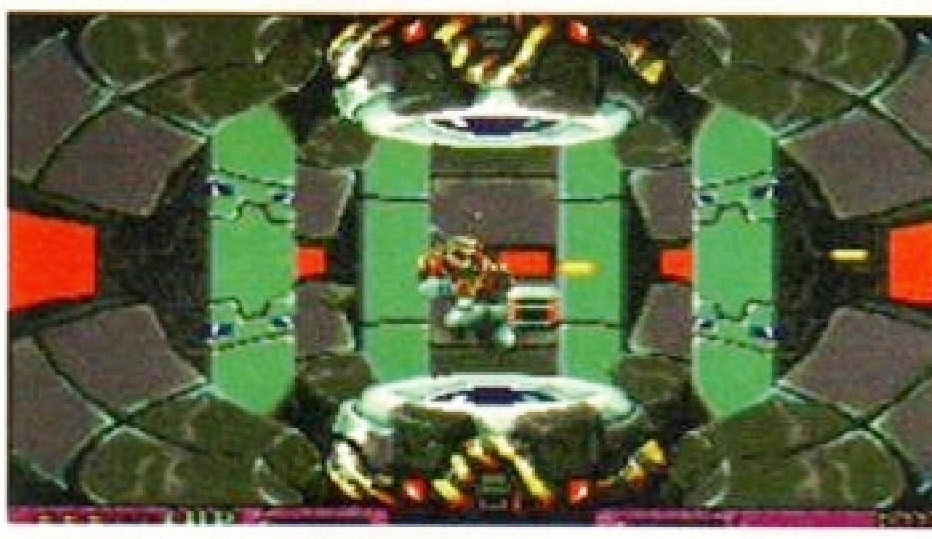
He then proceeded to wax lyrical in an almost fawningly manner about the inspired genius behind the 16-bit Amiga sequel to Uridium, the imaginatively named *Uridium 2*.

The final score awarded by Marcus was an almost ecstatic 94% and an outstanding *Amiga Format* Gold. But that was for the non-AGA version. The AGA version was never released due to some legal shenanigans (shenanigans we won't go into here) between Graftgold and their publisher.

So why am I telling you this?

Simple really – with many software publishers and developers unwilling to begin developing Amiga-wares from scratch, it makes sense that someone should pick the title up and release it into the Amiga-market at large.

A1200-owners deserve the chance to try their hand at this fantastic game. Check out the feature on page 29 to find out about some of the nice little touches and attention to detail that's been spent on this shoot-'em-ups' shoot-'em-up and see if you agree.



URIDIUM 2: This is the sub-game which quickly becomes annoying if using a mouse.



URIDIUM 2: With three different control options, everyone can play *Uridium 2* AGA.

PREVIEW OF UPCOMING PREVIEWS

We didn't quite get the screenshots and details on some of the upcoming and excitement-inducing games in time for this month's issue.

Next month, however, we can assure you that there will be plenty of inside-info on Graftgold's sequel to the racingly raucous Empire Soccer (*AF62*; 88%) which has undergone a complete redesign and features, among many other things, goalies who are much harder to score against.

Coala, a 3D, first-person perspective helicopter sim. we only gave the smallest of mentions in our Preview section in *AF72*. Considering its depth and scope for top Gulf War simulation excitement and in-depth playability, we'll be looking more closely at some of the special features, such as the interactive cockpit.

And, last but not least, Zeewolf2 is hovering around with a hungry look in its metaphorical eye. New terrains, vehicles, buildings and strategies have been added, as has a new concept for the internal dynamics of the game. Somewhat enigmatically known as "Global Linking", we'll fill you in on the news next month and complement the info with those all-important screenshots of work currently in progress.

Stay tuned.



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ACCESS & VISA Welcome

Gloom does the AGA-double with a simultaneous number one in both the A1200 chart and the CD32 chart. We gave it a *Format* Gold. Coincidence, or magic?

The charts are copyright ELSPA.

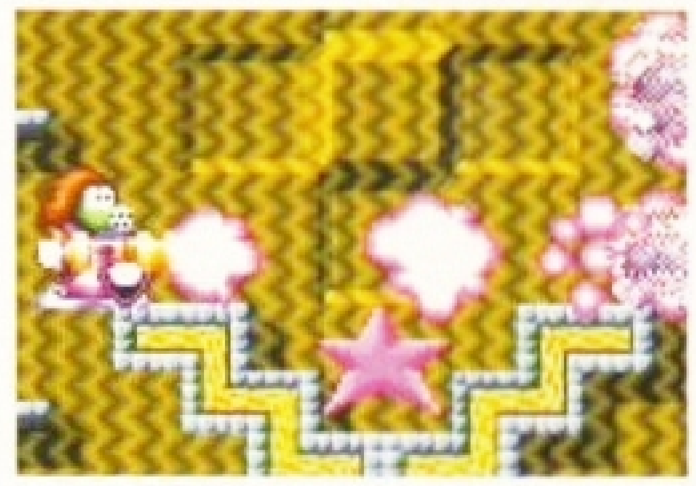
The Top Games

CLOCKWISE FROM LEFT: *Sensible Soccer, Colonisation, Premier Manger3, Ultimate Soccer Manager.*

CENTRE: *Player Manager 2.*

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

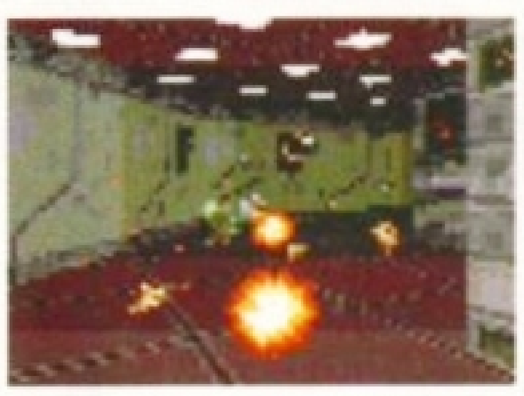




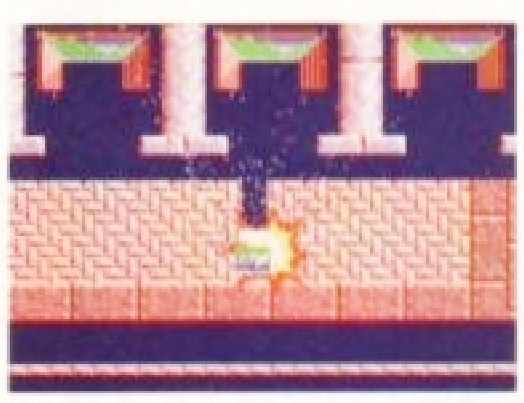
SUPER METHANE BROTHERS: A sure fire testament to the power of the stack-'em-high, sell-'em-low philosophy currently being executed by Future Zone. The second month in a row at the number two spot for this title.

Top-10 CD32

#	Game / Publisher	Rating
1	**Gloom** Black Magic	FG90%
2	**Lemmings** Psygnosis	75%
3	**Subwar 2050** Microprose	83%
4	**Microcosm** Psygnosis	87%
5	**SuperPutty** System 3	80%
6	**D-Generation** Mindscape	65%
7	**PGA European Tour** Ocean	83%
8	**Rise of the Robots** Mirage/Time Warner	18%
9	**Jungle Strike** Ocean	87%
10	**UFO:Enemy Unknown** Microprose	FG90%



GLOOM: A showcase for the power of a games-wizard put in charge of an Amiga.



LEMMINGS: Oh no. Lemmings goes down a storm with CD32 owners throughout the country

THIS MONTH'S FULL-PRICE TOP-20

Pos (Last)	Game (Publisher)	Rating
1 (-)	**Player Manager 2** (Anco/Virgin)	81%
2 (-)	**Sensible Golf** (Sensible/Virgin)	81%
3 (1)	**Colonization** (Microprose)	FG95%
4 (2)	**Ultimate Soccer Manager** (Impressions)	84%
5 (3)	**Premier Manager 3** (Gremlin Interactive)	85 %
6 (5)	**Sensible World of Soccer** (Renegade)	FG95%
7 (7)	**Skidmarks** (Acid Software)	FG90%
8 (10)	**PGA European Tour** (Ocean)	83%
9 (4)	**Super Skidmarks** (Acid Software)	FG92%
10 (9)	**Jungle Strike** (Ocean)	87%
11 (8)	**Fifa International Soccer** (Electronic Arts)	79%
12 (6)	**Theme Park** (Bullfrog)	FG91%
13 (13)	**UFO: Enemy Unknown** (MicroProse)	FG90%
14 (12)	**Kick Off 3** (Anco)	75%
15 (16)	**Tactical Manager** (Black Legend)	78%
16 (15)	**Rise of the Robots** (Mirage/Time Warner)	18%
17 (19)	**Tactical Manager 2** (Black Legend)	55%
18 (14)	**Cannon Fodder 2** (Virgin)	FG90%
19 (20)	**Frontier: Elite 2** (Gametek)	83%
20 (11)	**Man UTD The Double** (Krisalis)	59%

Top-10 Budget

#	Game / Publisher	Rating
1	**Brian Lara's Cricket** Audiogenic	(Not reviewed)
2	**Super Methane Brothers** Guildhall	82%
3	**Mortal Kombat** Virgin	74%
4	**Indiana Jones: Atlantis** Kixx XL	FG90%
5	**Cytron** Psygnosis	70%
6	**World Class Rugby** Audiogenic	64%
7	**Shadow Fighter** Gremlin Interactive	89%
8	**Kingpin** Team 17	67%
9	**PGA Tour Golf Plus** Hit Squad	83%
10	**Monkey Island 2** Kixx	FG95%

Top-10 A1200

#	Game / Publisher	Rating
1	**Gloom** Black Magic	FG90%
2	**Ultimate Soccer Manager** Impressions	84%
3	**Sim City 2000** Maxis	FG90%
4	**UFO: Enemy Unknown** Microprose	FG90%
5	**Super Streetfighter 2** US Gold	88%
6	**Tower of Souls** Black Legend	44%
7	**Football Glory** Black Legend	80%
8	**Roadkill** Vision	80%
9	**Rise of the Robots** Mirage/Time Warner	18%
10	**Guardian** Acid Software	88%



"*Fears* is truly a torchbearer, leader, inspiration and call-to-arms for legions of Amiga-gamers." Steve McGill goes all euphoric over this Doom-clone.



Fears



Fears captures just about everything that's good about computer gaming and *absolutely* everything that's great about the Amiga-scene in general.

For it truly is a torchbearer, leader, inspiration and call-to-arms for legions of Amiga-gamers, coders, artists and game publishers – past, present and future.

It pushes the standard A1200 to its limits. Take the following as an example of what *Fears* manages: real-time, full-screen texture mapping, optional dithering of the textures, re-sizing of the windows, use of the CD³² controller and that all-important 'shoot-your-friends' link-option.

So what? Who cares about technical innovations and tricks if they don't boost a game in the entertainment, longevity and value-for-money stakes? Happily, *Fears* is more than entertaining, offers 30 tough levels of monster-saturated mayhem and includes an editor to let the gamers create their own, completely individual custom levels (check out the boxout on page 47).

The aim of *Fears* is simple. Explore an encapsulated dungeon/tower, wipe out any monsters found there, collect treasures and weapons, seek out secret doors, find the exit and then do the same thing over again, while accumulating a large score.

Fiendish layout

While maybe a bit too simplistic for the most demanding of gamers – a plotline with internal dynamics driving the action would have been excellent – I still found *Fears* to be lots of fun to play for many reasons.

The first of these concerned the design of the levels. Unlike Gloom, with its ground-floor-only policy and no-save option after completion of levels, the standard layout in *Fears* quickly becomes fiendish; whole floors can be elevated to other levels at the trip of a switch.

Some doors refuse to be opened by the standard method of bashing the spacebar, they have to be tripped from somewhere else on the level – a trip that's usually protected by all manner of nasties. Staircases make an appearance also. Every level's got at least one staircase and usually more.

Though completely and utterly welcome, in certain instances the staircases can lead to problems that quickly become infuriating. There's no option to look up or down; it's straight-ahead only. This means that on staircases which skirt the edges of rooms before descending into them, inhabitants can pick you off before you even get a chance to see who's firing at you, let alone return fire.



The only cue available is that of the incoming fire itself. Considering that seven or eight hits can more or less polish you off, it seems a tad unfair to use this particular mechanic to extend play-time. Even with a cheat-button that let me restore ammo and health to full whack, I still found it hard to make any headway on certain levels. Luckily, there are two difficulty settings to even things out.

It's the pits

While on the subject of aggressive frustration, though, one of the features of enormous contention is that of the lava pits. Fall into one of







Top: Guns blaze when you prepare a frontal assault on the dungeon.

Middle: Some of the denizens prefer wearing bondage-gear.

Bottom: That controversial lava pit in full glory. In two ticks you'll be dead.

■ The standard layout in *Fears* quickly becomes fiendish.

IT'S NOT THE SIZE THAT COUNTS

One of the beauties of *Fears* is the number of options for setting the size, shape and look of the environment. While the full complement of textures with a full-sized window and dithering on is probably best left to accelerated machines, users are left to make up their own minds. Here's what you can do:



The largest of the windows runs at a more than reasonable speed with a standard processor.



If you want that bit of extra oomph and pace, this window is probably the best compromise between visibility and velocity.



This window-size is starting to encroach on feeling a bit cramped, but it still plays fairly well and is zippy.



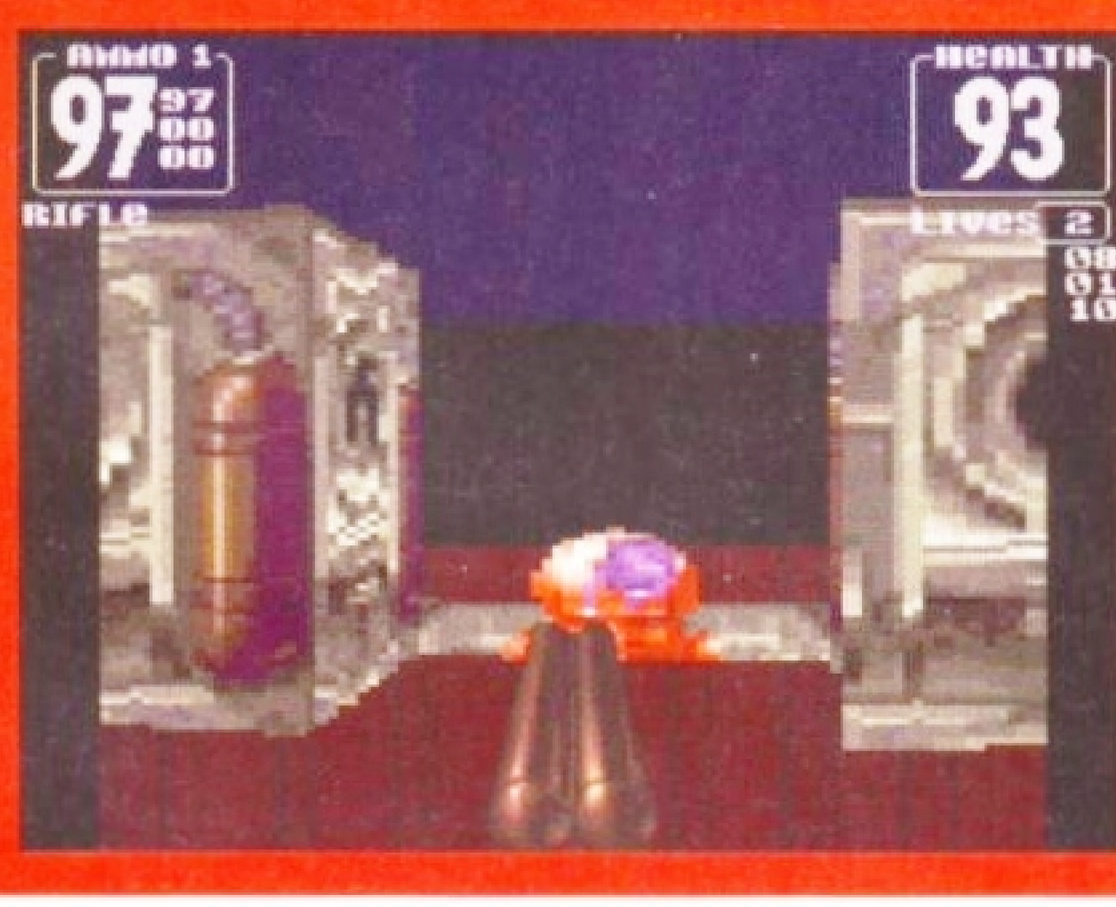
Not recommended – it whizzes along, but at the cost of feeling as if you're playing it from the inside of an oddly-shaped post-box.



The difference between this grab and the others is apparent. The dithering's switched on and it makes everything look as if it's out of focus.



If you really must have speed, as well as size, then the option to take the textures off the walls exists. Looks ugly, but plays effectively.



Probably less of an aesthetic intrusion than switching off the walls. Best compromise between the two texture-toggles. Speeds up the game, while still retaining the flavour and atmosphere conducive to the action.

GENTLEMEN, CHOOSE YOUR WEAPONS

Weapons are invariably hidden around the complexes. They use different ammo and dish out varying levels of damage. Here they are, in all their pacifying glory:



Chainsaw – Close quarters combat weapon. Inflicts heavy damage on anything willing or unwilling to tangle with it.



Machine Gun – Good meaty machine gun sound. Falls silent too quickly when you stop firing.



Plasma Gun – Impressive in the damage-stakes. Just about the perfect weapon to take on any dungeon denizen.



Rocket Launcher – While the damage is impressive, it would have been better if the sound-effects backed up its firing with some grungy explosions.



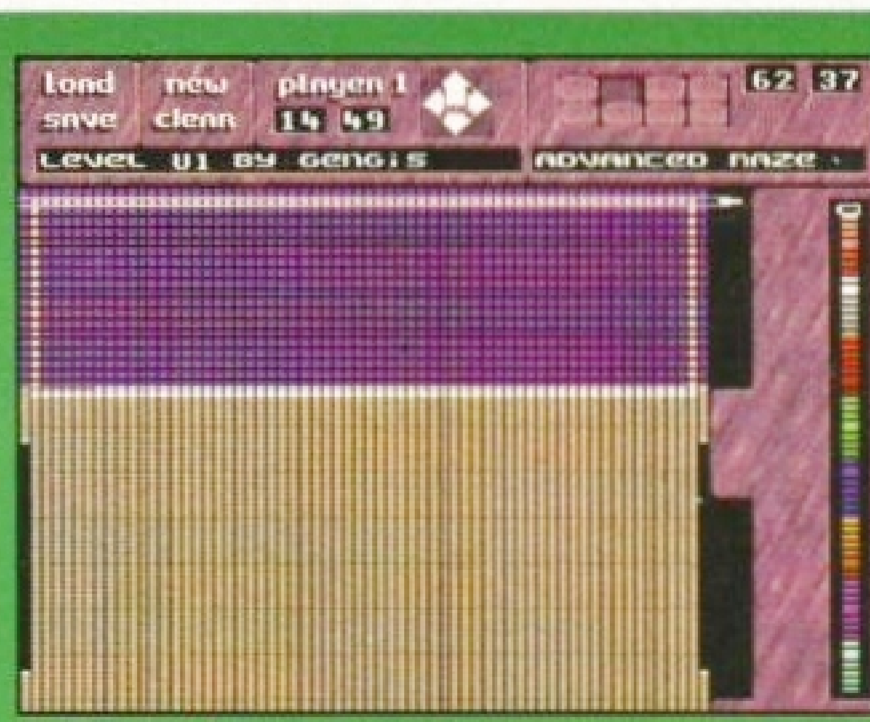
Shotgun – The weapon you start off with. You tend to feel safer with weapons with a bit more clout.



Dagger – It's a token weapon to stop you feeling naked and vulnerable. If you have to use it, you're in trouble.

HERE'S ONE I MADE EARLIER

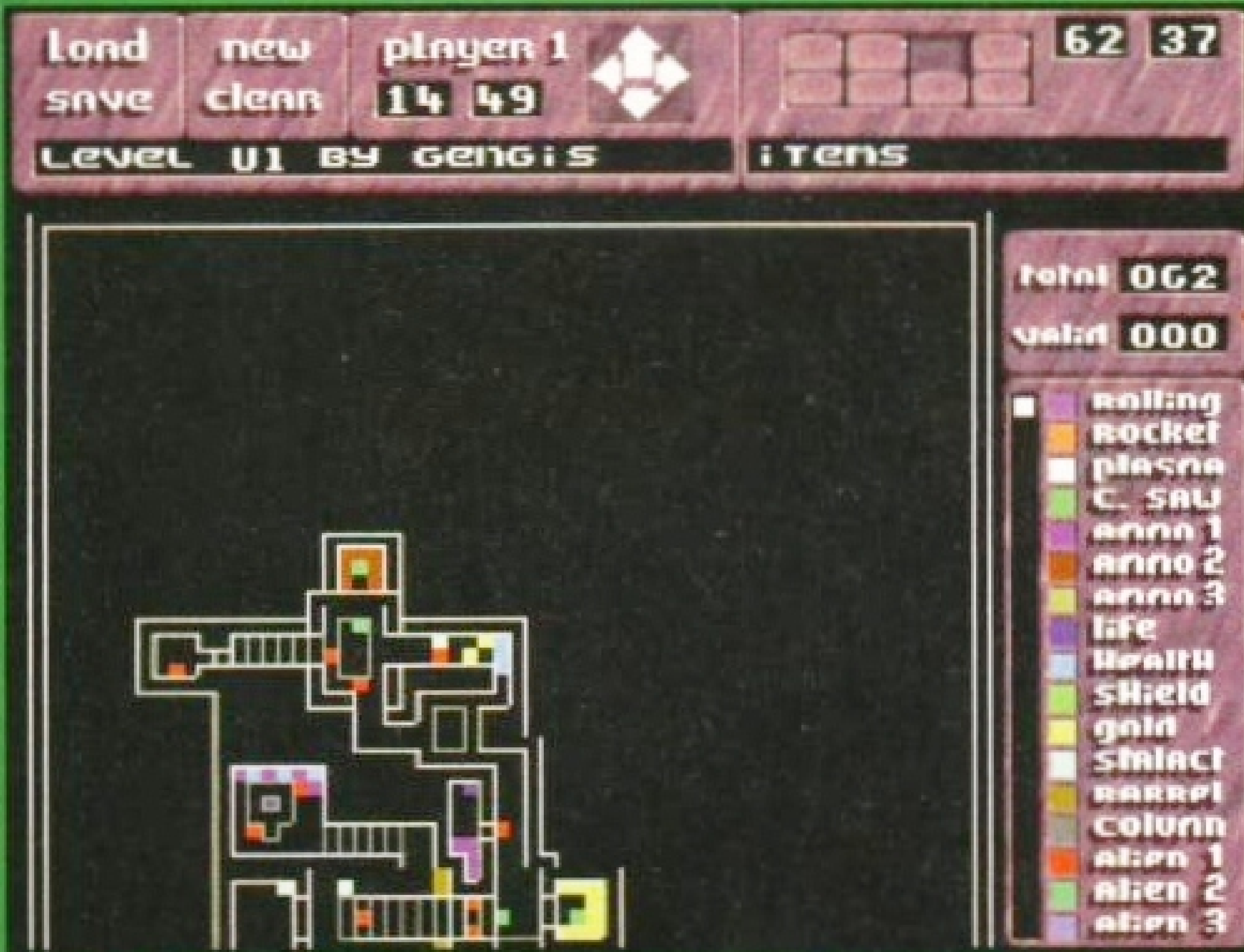
Being able to design your own complexes is a terrific idea. It not only gives the purchaser a high value-for-money quotient, it also adds greater variety and strategy to link-games.



Advanced Editor – As the title suggests, complex layouts and designs are drafted from this screen.



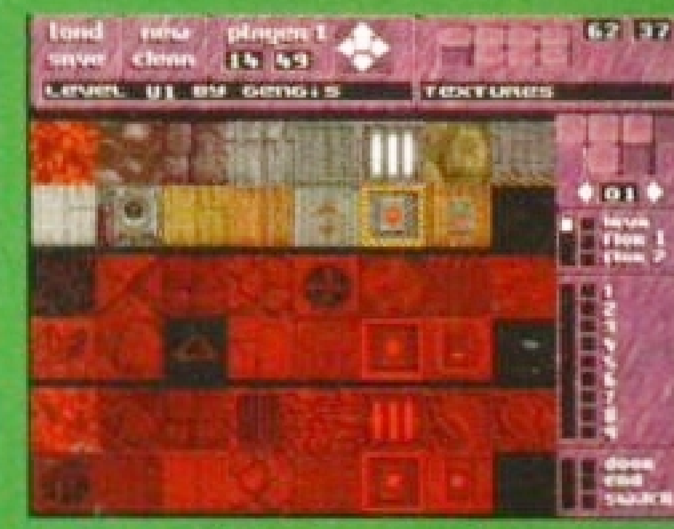
Baddies – There are more monsters than this in the full game. You're limited to using eight tough guys, though.



Creature Place – Decide from here the various monsters' patrol area. Lets you designate as many bad guys as you want.



Editor – Simple layouts and designs are crafted from here. It's best to use this editor to familiarise yourself with the various complexities of use.



Textures – Choose your wall coverings, ceiling- and floor-designs from this screen. Quite a bit of work is involved, but it's worth it.

these and you die. Believe me when I say it's all too easy to take the plunge – a dreadful waste of life. Apparently, the lava pits were a point of hot debate between Manyx, the publisher, and Bomb, the creator of *Fears*.

The fact that falling into a pit subtracts from your health-points at an alarming rate should be penalty enough. There *should* be a way of escaping, whether it be by tripping a secret staircase, reaching an elevator, or whatever, but always, *always*, the player must have a chance to make amends for the mistake. Otherwise it feels like the game's being spiteful.



Now, if reading the past couple of paragraphs seems to reflect on the game badly, consider this. The dividing-line between love and hate is roughly a micron thick – according to romantic scientists that is. *Fears* I love. That's why I hate both of the above blemishes. But don't let them put you off the game.

Quick recap

In fact, it's worth having a quick recap on why *Fears* is so good. Firstly, it does what many said couldn't be done on the Amiga – it puts a hot-wired, joyriding, Mad Max-ethos, full-screen version of a Doom-clone into the hands of Amiga-owners.

Secondly, it plays famously and presents gamers with a tough, pupil-dilating, breath-exhaling, tension-mounting challenge, in terms of action, excitement and playability.

Thirdly, the level-editor takes the idea of interactivity literally and puts the power of the game into the hands of those who play it.

No doubt, someone will soon come up with their own monsters and textures as well. In other words, *Fears* will continue to evolve as an ongoing entity.



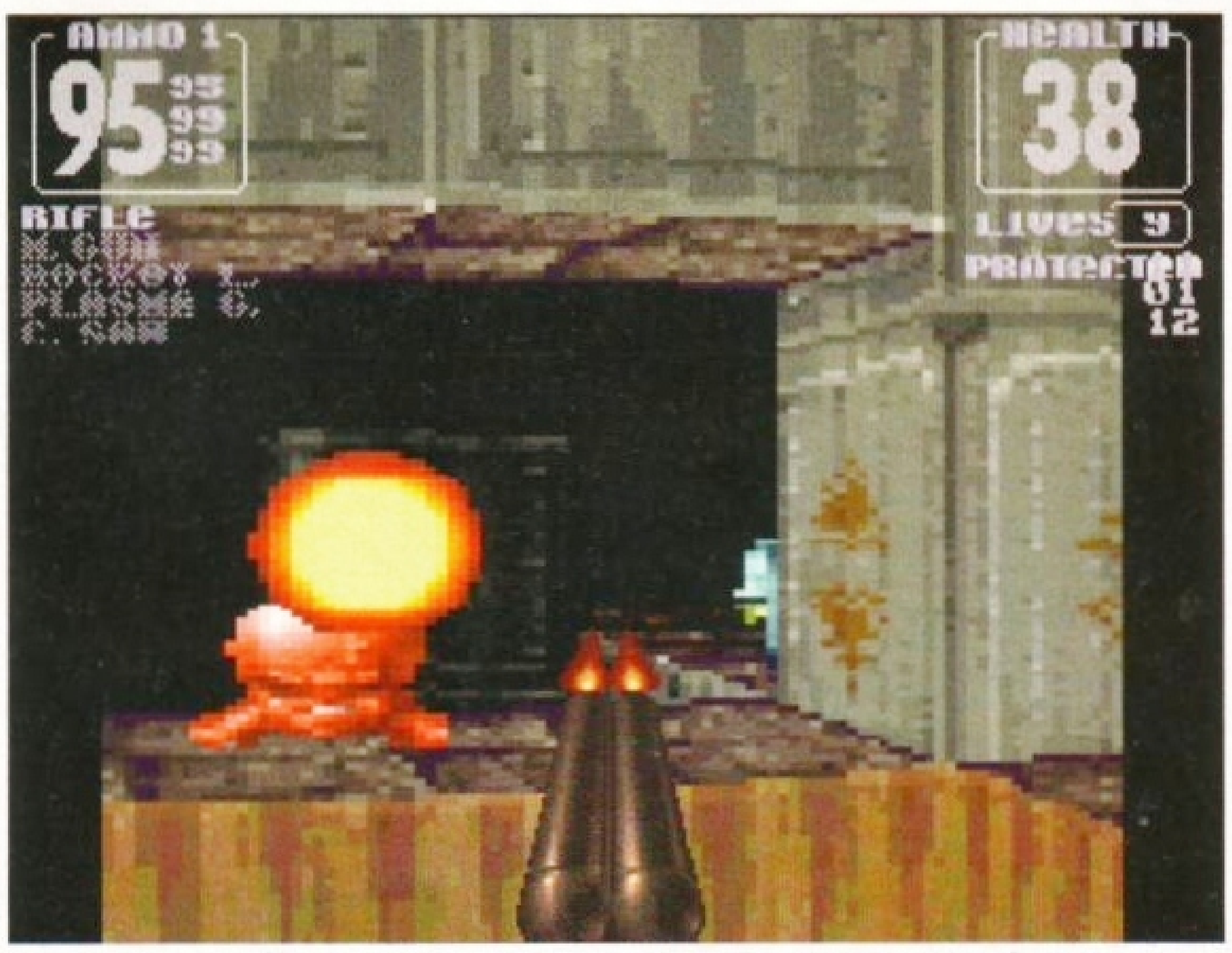
Finally, the engine driving *Fears* is constantly evolving. Bomb are true Amiga-enthusiasts and hope to exploit the extra power inherent in accelerated Amigas. So, if you haven't bought an accelerator yet, start saving. *Fears* is worth it.

In a head-to-head fight between Gloom and *Fears*, they'd either kill each other, or would have to settle for an honourable draw. Neither is yet quite strong enough to gain a firm upper-hand, although *Fears* with its interactive, multi-level design-element *does* push it slightly ahead of Gloom.

Team 17's Alien Breed 3D had better watch out; it may just have been pre-empted by the new blood in town, Manyx and Bomb. *Fears* should be a compulsory purchase on *every* gamer's list.



Use the Plasma Gun to convert dungeon inhabitants into cyber-pumpkin-pie.



"Incoming fire, incoming fire", shouted Biggles to Captain Hardperson." "Don't worry, old chap. I'll see them off with my bally, old shotgun. But thanks for the warning."

FEARS

Publisher
Manyx

Price
£29.99

Versions
A1200/A400

System requirements
AGA Chipset 2Mb

Release date
Out now

Graphics 5 out of 10
Choose your window-size and blockiness.

Sound 8 out of 10
Not as good as Death Mask, but still highly effective.

Addiction 4 out of 10
I'm taking the office 1200 home this weekend to play *Fears*.

Playability 5 out of 10
Some unignorable niggles. Nevertheless, top-entertainment.

Overall verdict
All those people who bought a £1,000-plus PC to play Doom are going to be feeling a bit stupid now. Ha Ha.

92%


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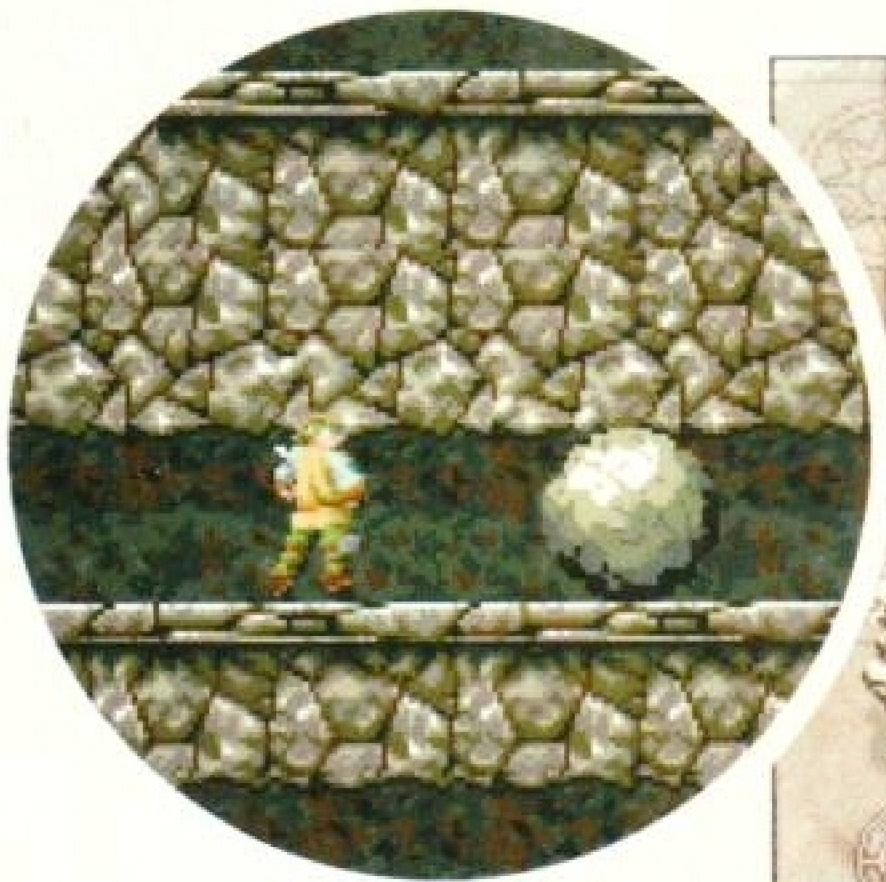
Tel: **01506-461917**

2b Young Square, Brucefield, Livingston EH54 9BX

Steve McGill sets foot in a land where a bit of creative use of magic crystals will change you into various crawling, flying and bouncing creatures.

Odyssey







The truly amazingly spooky, translucent, realistically moving, shadow-hand. Everyone who sees it either loves it, or hates it. Either way, it still selects which island you want to go to.

On last month's issue, we had a demo of an exclusive level of Audiogenic's forthcoming RPG, arcade, fantasy-romp *Odyssey*. The response to it was quite incredible. Both Audiogenic's and our phone lines were jammed with people desperate to find out how to complete the fiendish level. Even those who had completed it phoned us to let us know of their triumph.

To all of you who've played the demo, let us point out here and now that that level was completely unique to *Amiga Format*. It is not included in the full game. For those of you wondering what's going on, let us fill you in.

Odyssey is an arcade-adventure, set in a fantasy-land where success depends on the creative use of crystals to change an elfin hero into various crawling, creeping, flying, bouncing, insect-based and mammalian creatures.

Superficially resembling games like Fury of the Furries or Lost Vikings, *Odyssey* is more fun because it exhibits the immediacy and playability of a platformer's mechanics with an adventure-game's structure and, therefore, doesn't slow you down too much when engaged in puzzle-solving, fighting and fleeing.

The goals of the game are simple. You must systematically search and locate the metamorphing crystals from various islands scattered throughout the game's fantasy land. You can choose from any of three islands at the start. Access to other islands is gained by collecting two or three crystals. What strategy you decide to use here is completely up to you.

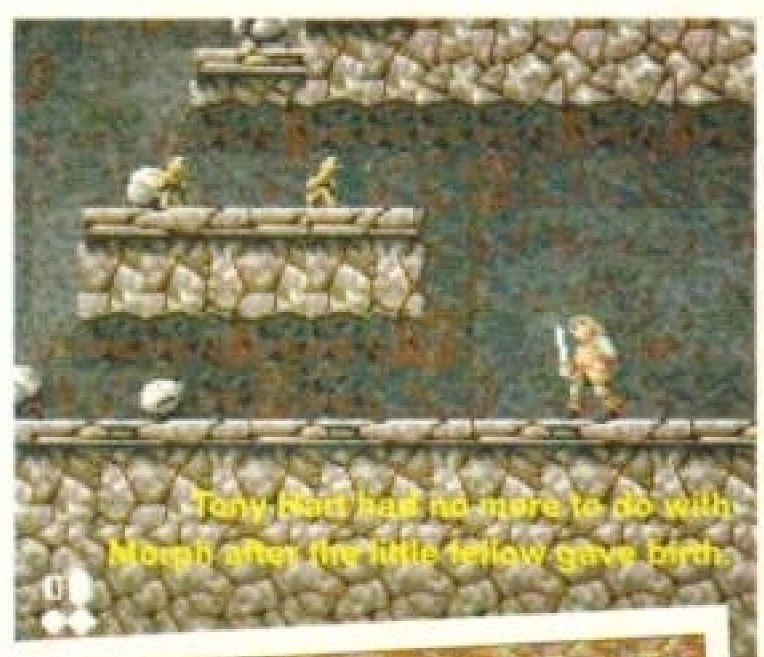
And that's one of the beauties of *Odyssey*; it doesn't herd the gamer into pens, in the manner of many a linear adventure-game. Neither does it give *too* much scope, so that much fruitless time spent wandering around is the order of the day.

Sure, there are parts offering bog-standard, fetch-and-carry duty, such as finding keys to open doors to allow access to other areas. Expected and unavoidable RPG-fare.

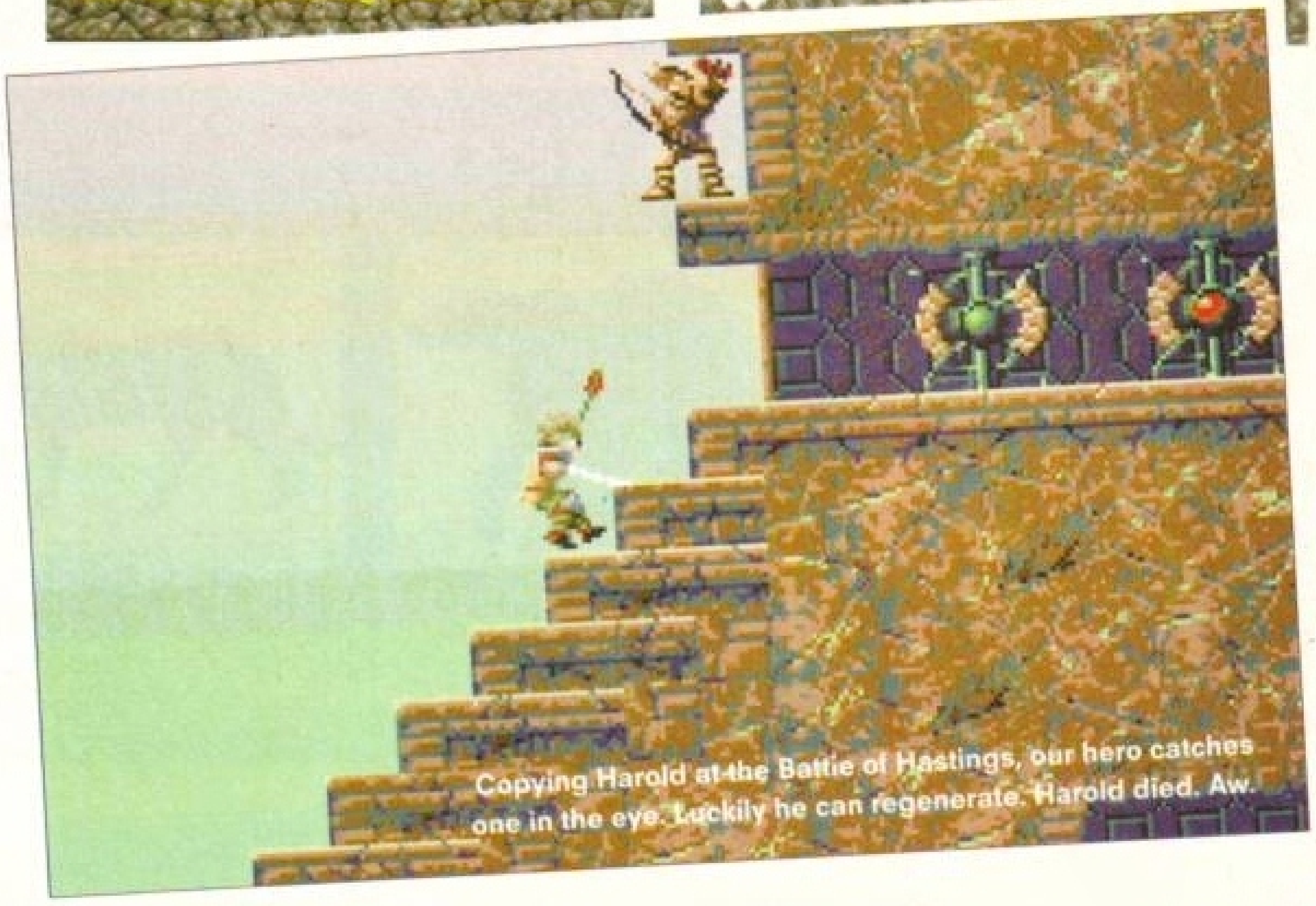
Continued overleaf ➡



Rocmen. You don't see any for hours, then three come along at the same time.



Tony Hart had no more to do with Morph after the little fellow gave birth.



Copying Harold at the Battle of Hastings, our hero catches one in the eye. Luckily he can regenerate. Harold died. Aw.

ODYSSEY

Publisher	Audiogenic
Price	£29.99
Versions	A500/600/1200
System requirements	1Mb
Release date	Out now

Graphics 8 out of 10
Top-animation, lovely palette. It's beautiful.

Sound 8 out of 10
Clangy battle-sounds are the biz.

Addiction 8 out of 10
You'll keep running over solutions to problems in your head.

Playability 8 out of 10
Exploration of the various levels is a pleasure.

Overall verdict
Enchanting and popular with *Format*-readers already, *Odyssey* deserves to be bought in droves.

85%

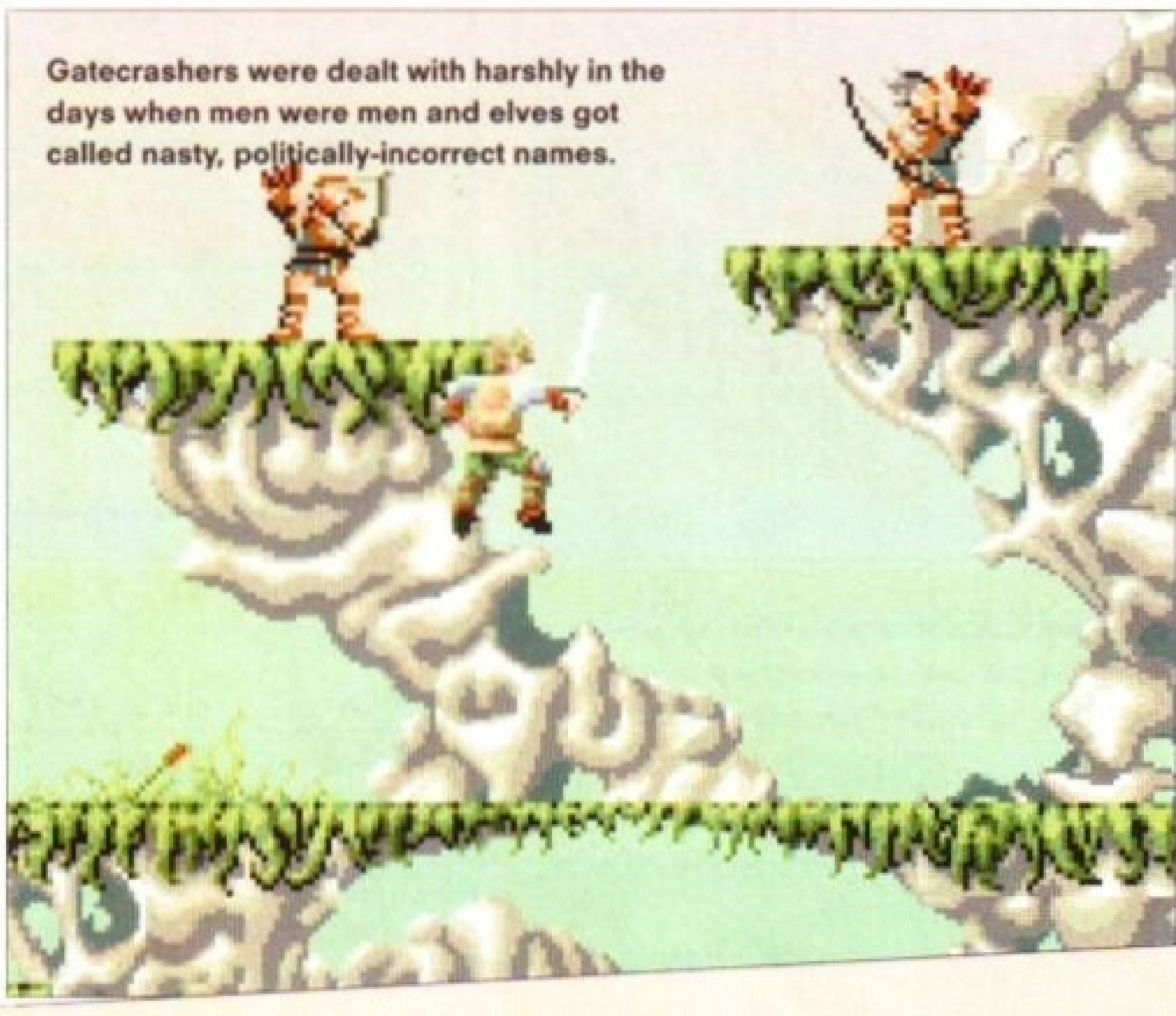
The visuals complement the action brilliantly... It resembles a slick cartoon.



Sumptuous backgrounds accompany our intrepid hero wherever he goes. Helps add atmosphere, it does.



One of the first obstacles to be overcome lies in the strategic collecting of keys.



Gatecrashers were dealt with harshly in the days when men were men and elves got called nasty, politically-incorrect names.

But they're counteracted by the ability of the hero to turn into a bird, a spider, a grasshopper, a lion... and use those creatures' abilities to work his way around seemingly insurmountable problems.

For example, a large, completely unscalable wall is facing you? No problem. Turn into a bird, fly to the top and see what's on the other side.

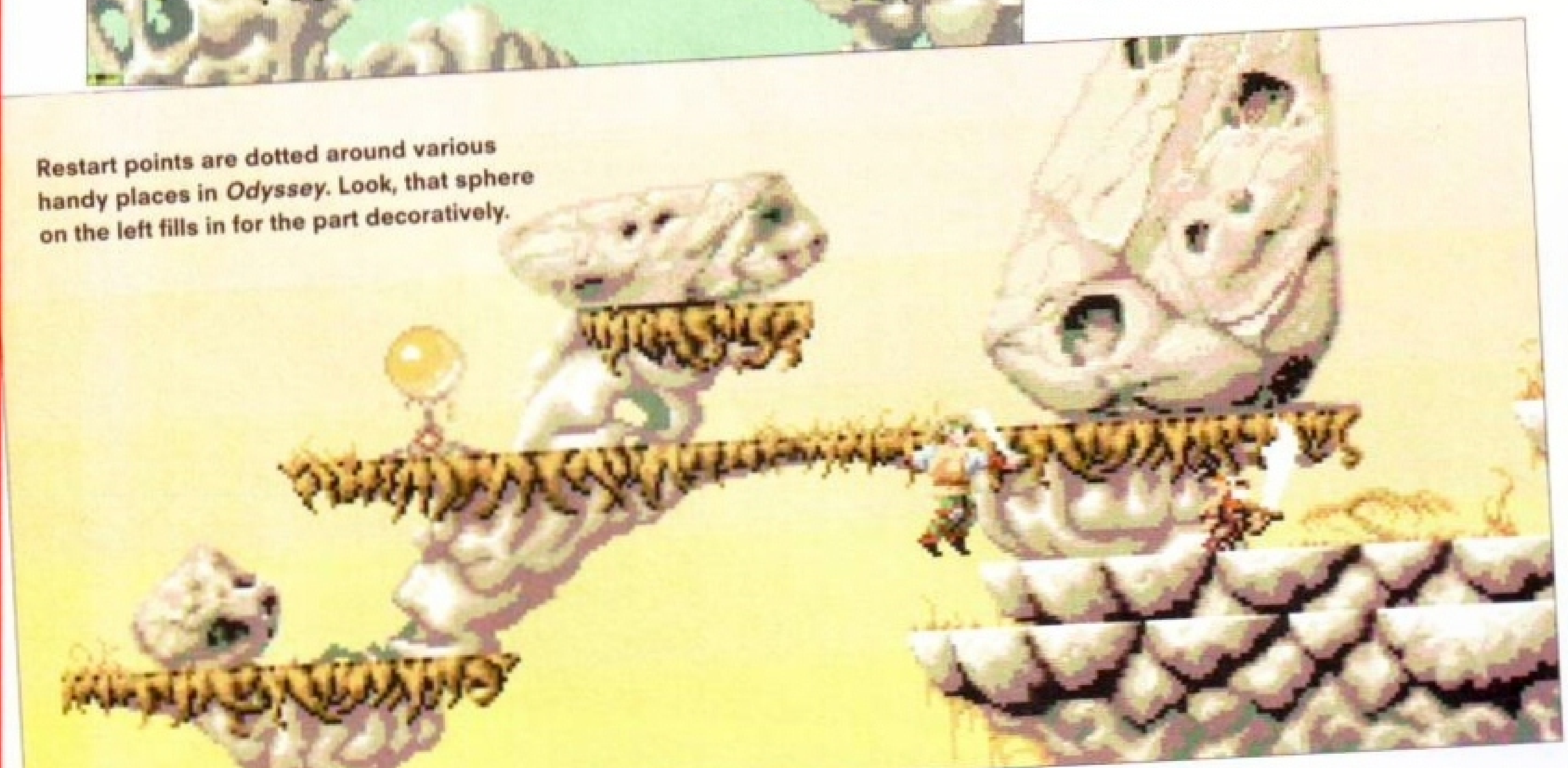
It's this flexibility that makes *Odyssey* so endearing. The visuals complement the action brilliantly. Everyone we showed the game to commented on the excellence of the animation in the bird's flight.

It resembles a slick cartoon – so much so that on various occasions the *Format* office reverberated with my voice shouting: "Size of a grasshopper. Size of a lion." and so on.

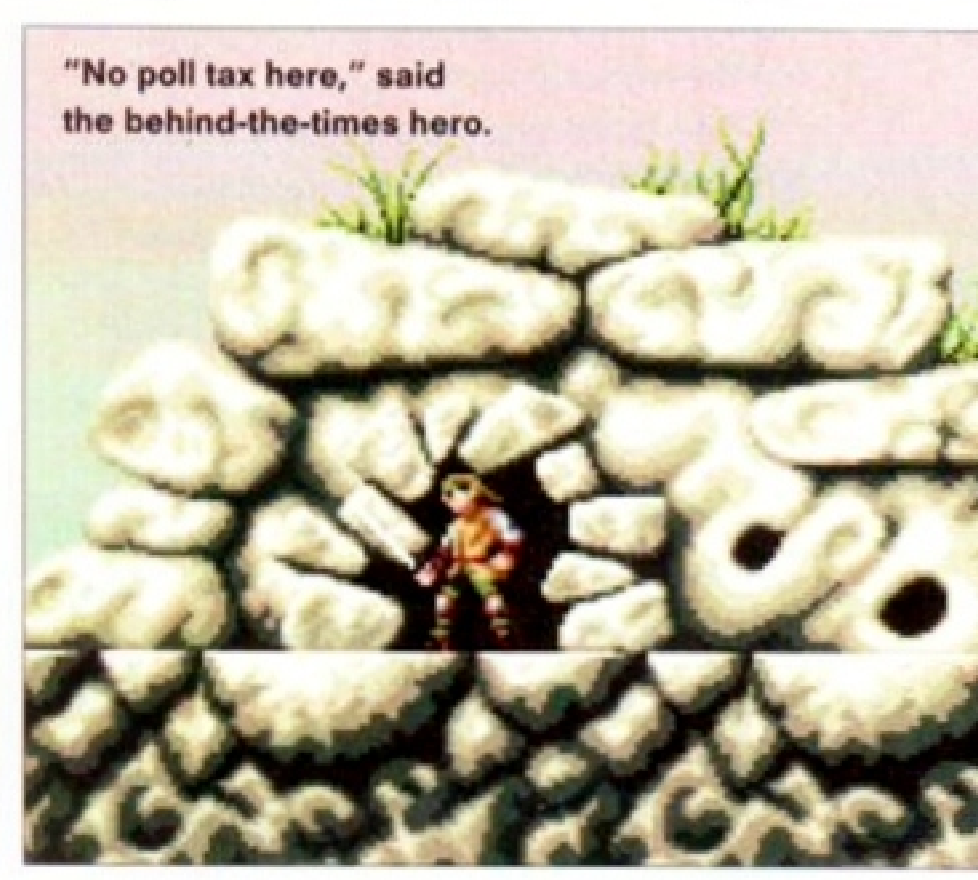
It annoyed everyone anyway (lots of those menacing "don't you realise we're on a tortuous deadline" kind of looks were in abundance).

That the programmers are big fans of Exile is also evident (check out our CD32 review of Exile on page 66). Indeed, part of the programming-deal and commission struck up with Audiogenic and the programmers was that the programmers be sent the complete solution to said game.

While not as complex or obscure as Exile, *Odyssey* pays homage to the graphic style and pace of the experience, and also includes a few realistically physical elements, such as having to push heavy rocks on to trips



Restart points are dotted around various handy places in *Odyssey*. Look, that sphere on the left fills in for the part decoratively.



"No poll tax here," said the behind-the-times hero.

A CHANGE IS BETTER THAN A REST



When the hero feels the need for a change, it's just a matter of hitting the requisite function key on the keyboard and then watching the unfolding metamorphosis in black and white. There's also time to shout: "Size of an (insert creature type here)."



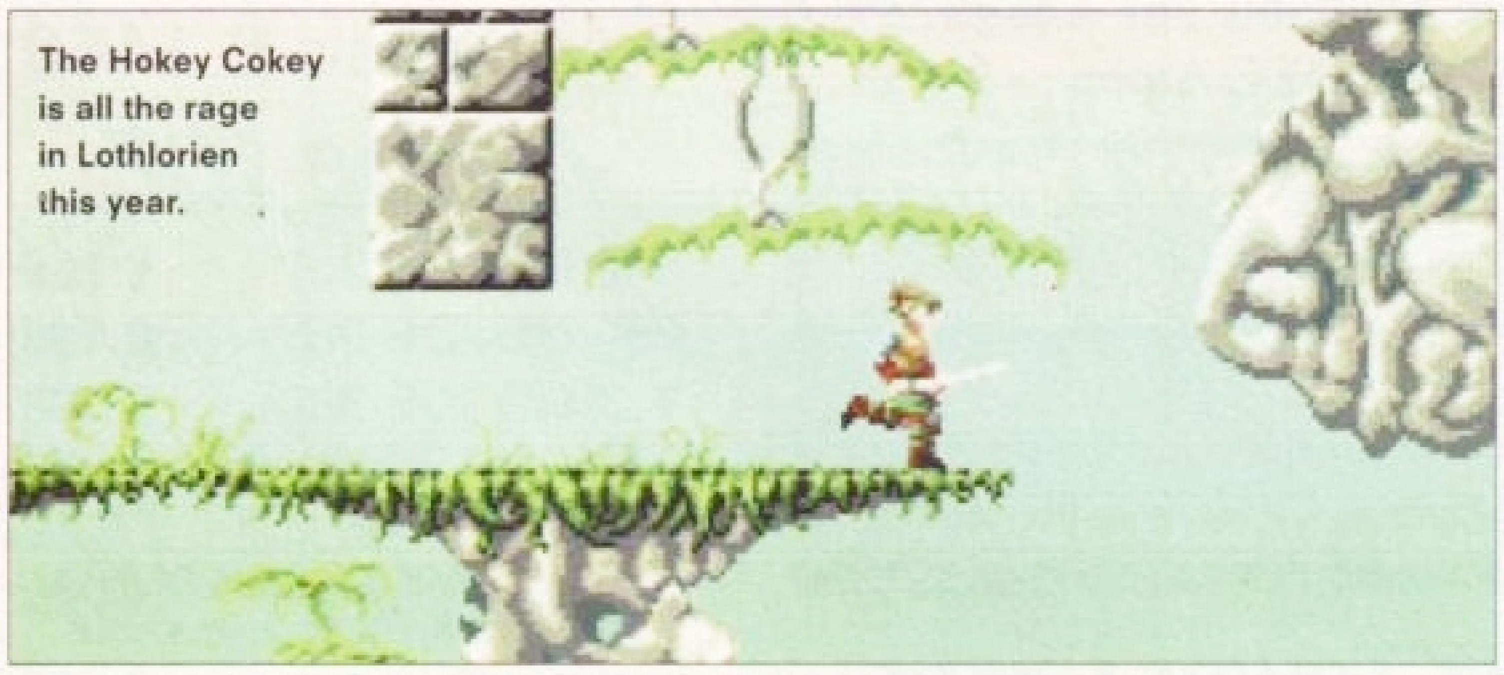
so that previously closed doors remain ajar.

The plot is far simpler too. You have to rescue a wizard from an evil King. The King just happens to reside on the last of the seven islands and to truly stand a chance of completing the last level, you should have all the powers of creature metamorphosis behind you; that is, the previous six islands should be bereft of all crystals.

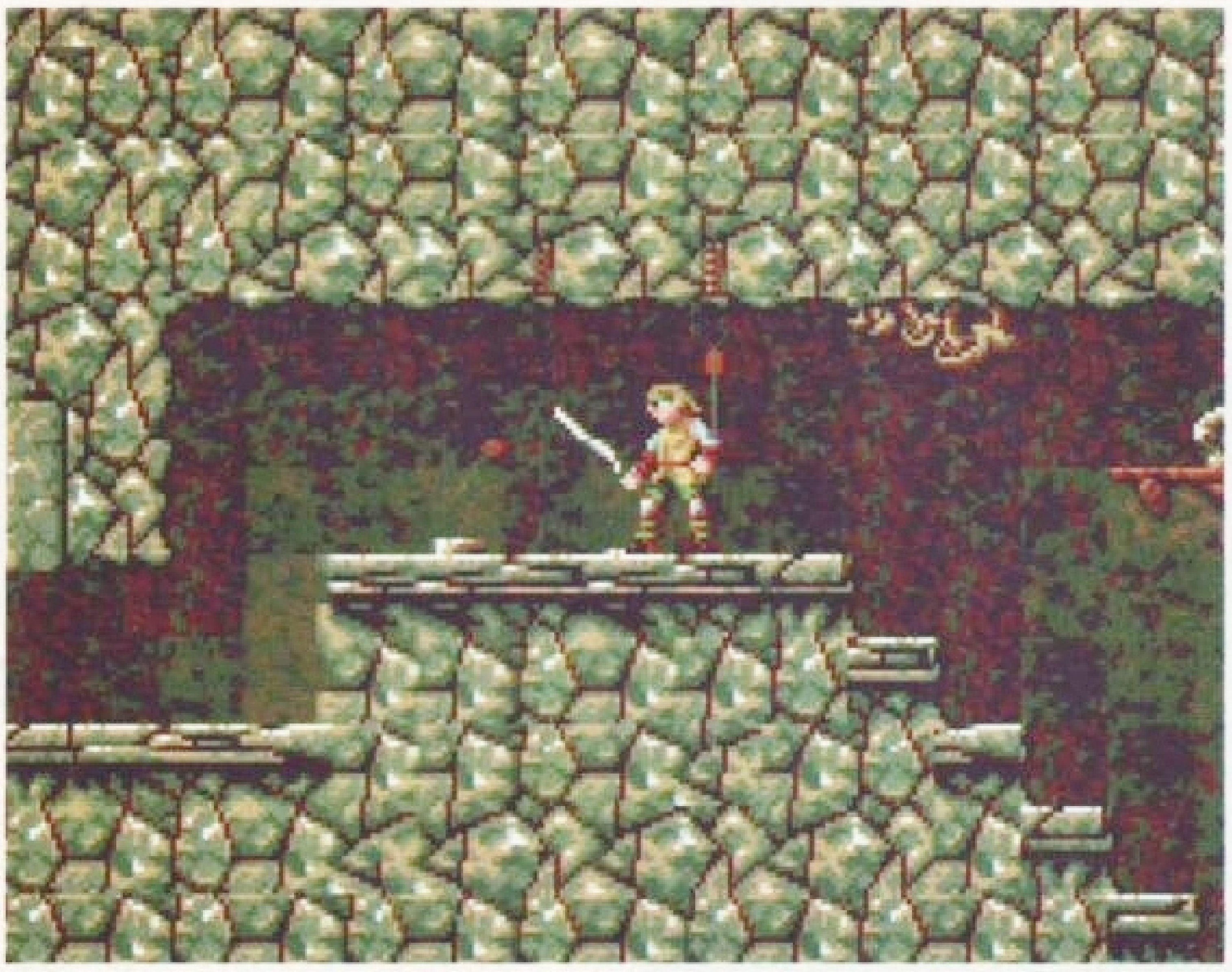
The inclusion of start-up points should the hero die is also one of those attentions to detail that make the game feel friendly, rather than hateful. Saving between islands is included too. A godsend!

Also pretty smart in this department is the ability of the hero to recover from wounds inflicted by the nasty creatures; his energy bar slowly creeps up toward full health. If you're patient enough to find a safe place and wait, he'll recover completely.

So, to recap and add some personal comment, *Odyssey* is a completely charming romp which is absorbing, enchanting and fairy tale like. For fans of Flashback, Exile, Lost Vikings and Fury of the Furries, *Odyssey* is definitely a compulsory purchase. Anyone else should just buy it.



The Hokey Cokey is all the rage in Lothlorien this year.



Three arrow-trips in a row present a puzzle that easily kills with one or two wrong steps.

Bravo Romeo Delta

BRAVO ROMEO DELTA

Publisher
Guildhall Tel: 01302 890000

Price
£9.95

Versions
A500/600/1200

System requirements
1Mb

Release date
Out now

Graphics 3 out of 10
There are four, unexciting, uninspiring screens in all.

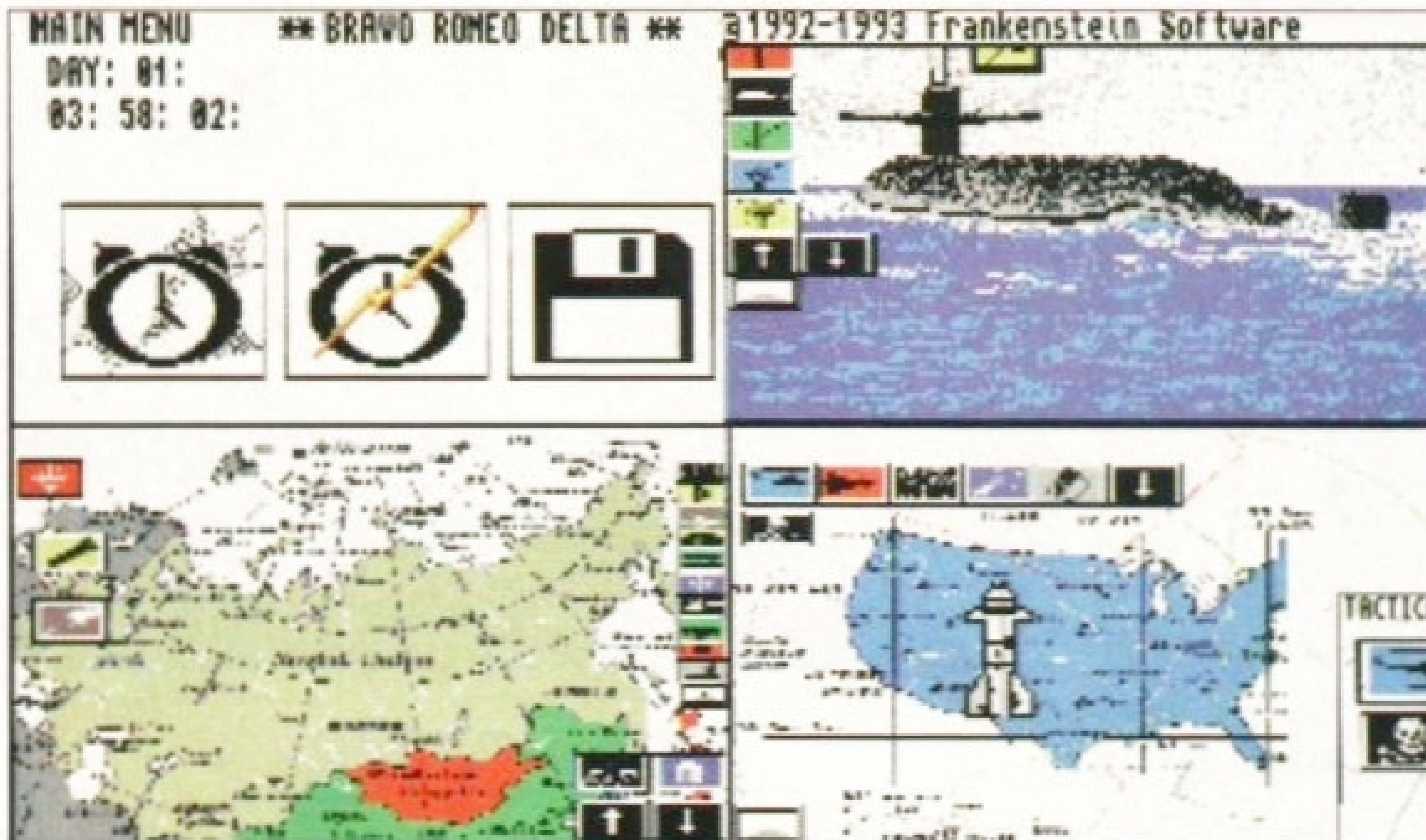
Sound 3 out of 10
Some icons go bleep when you click on them.

Addiction 3 out of 10
Sad, lonely, psychopaths may become addicted.

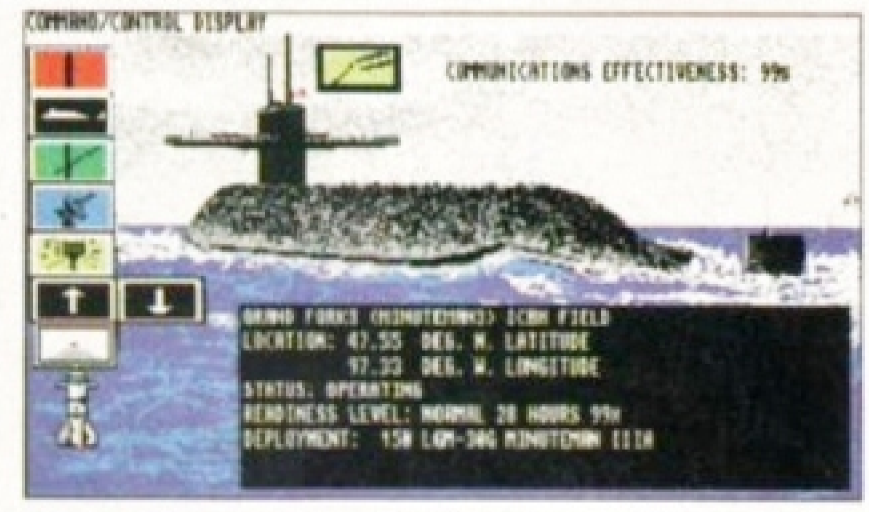
Playability 3 out of 10
Please don't make me tell the readers, Mr. Veitch

Overall verdict
Another throwback to the days of poorly-designed and uninspiring PC-wargames.

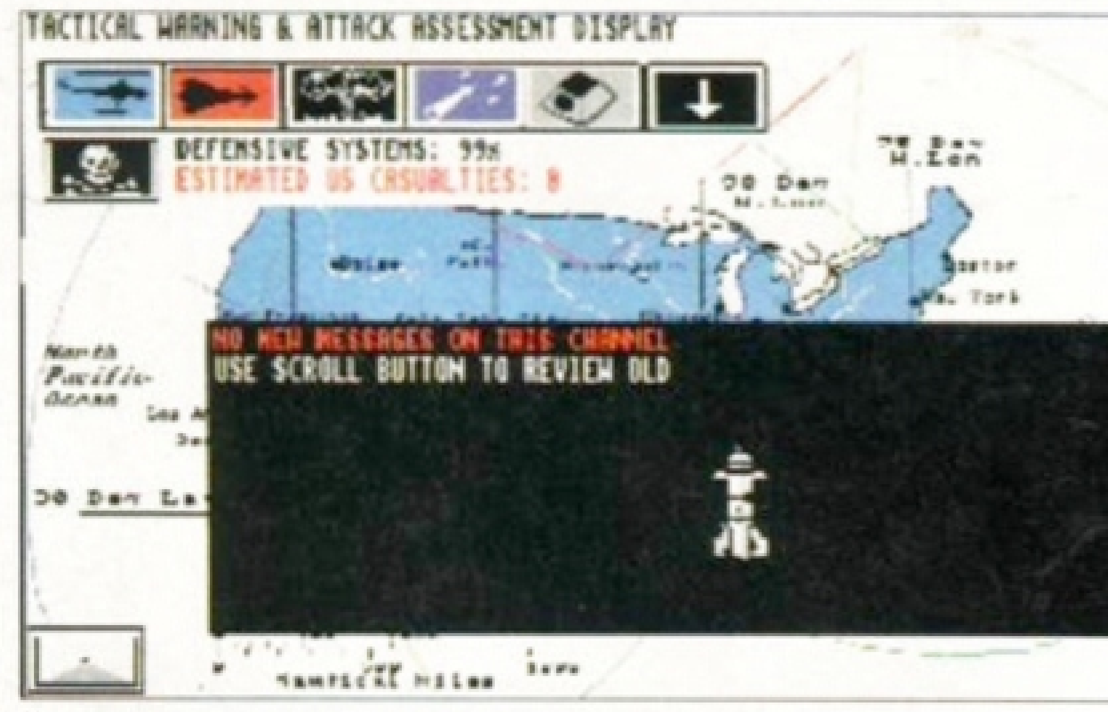
30%



The area of the command-screens where the acceleration of time, and the saving and loading of games take place. Our readers' home-made games beat this.



Communication is crucial to success. Our communication is: "Don't buy this game".



No visuals aid you in your decision-making. Everything is laid down in white text.

The timing of the release of *Bravo Romeo Delta* by Guildhall verges on the immaculately-inspired or the mistakenly-mad.

Almost no one in the whole of the UK can have failed to have viewed at least *one* of the multitude of television programmes run over the past few weeks about the proliferation and frightening evolution of nuclear weapons up to and since the bombing of Hiroshima and Nagasaki.

Indeed, the question of whether either of those Japanese cities should have been bombed using such a horrific force in the first place, raised some very uncomfortable questions for the Western powers and their delusions of democratic fairness.

Luckily, *Amiga Format* isn't a forum for such heady discussions. It is a forum, however, to discuss the merits of *Bravo Romeo Delta*. And considering that this game places the

Subversion



The other exciting screen in the game to get all hot and bothered about.

Subversive, more like. Despite pretensions of working with all Amigas, *Subversion* doesn't want to know Kickstart 1.3 or 2 machines; that's the A500 and A500 Plus to anyone who's interested.

Well, they certainly *won't* be interested after looking at this poor man's trade-in for a tenner. Look at the screenshot. That is the game. That is the playing area. That is what publishers think they can get away with producing, due to the scarcity of quality Amiga-titles on the market at the moment.

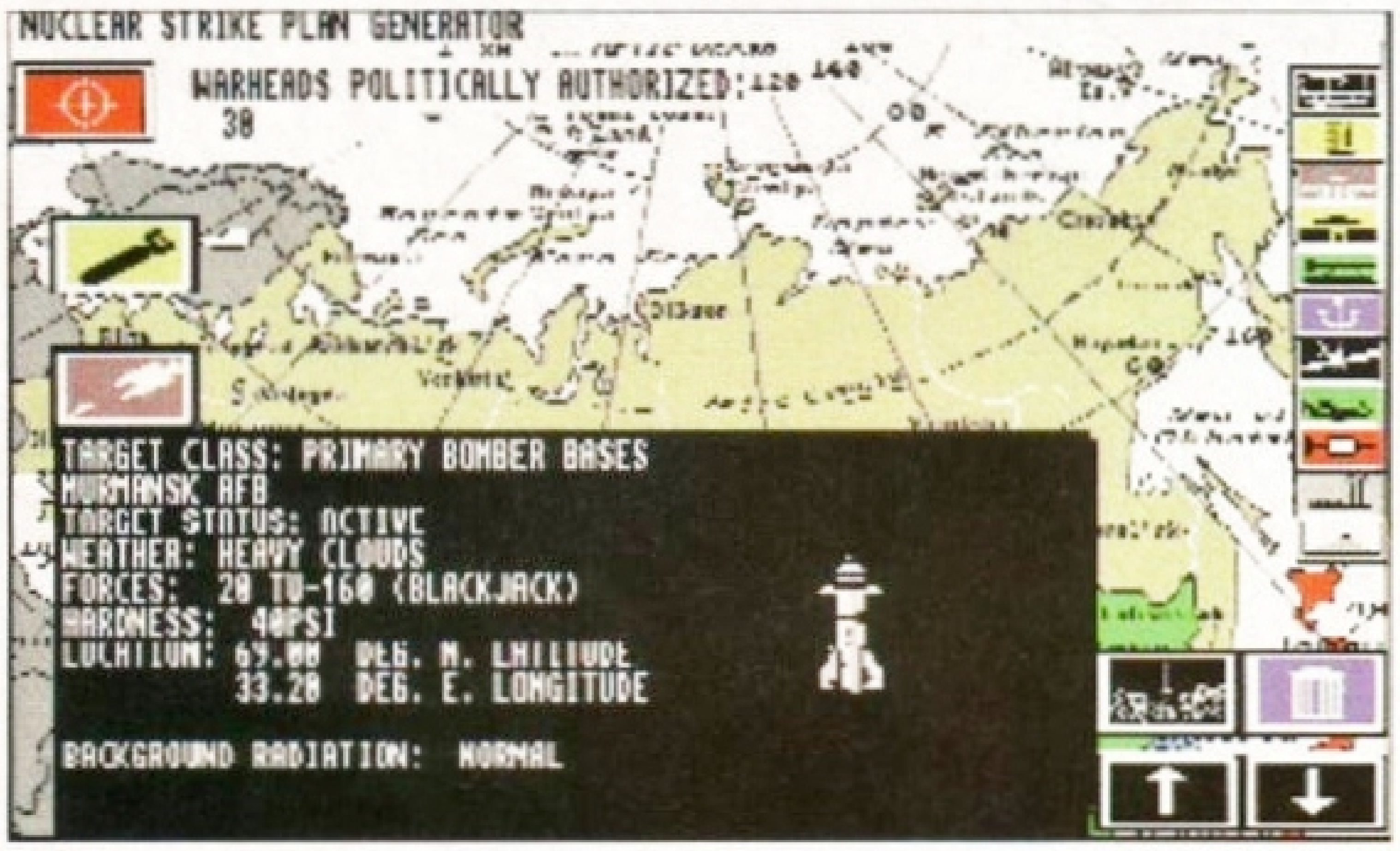
It is dreadful. It is awful. It isn't even worth the space we're giving it, except by way of being a warning to our readers and to others who think the market will stand this sort of poor-quality product.

Just because the market is, traditionally, slow at this time of year, there is no need to buy this out of sheer desperation – believe me, things will never be that bad.

■ I wouldn't recommend this to my worst enemy who had just set fire to my house.



Extended use of the Amiga's custom chips in full view for those not convinced.



Kill millions of innocent citizens from here. No FMV sequences, no arcade-targeting, no fun at all. What kind of person would give this game the time of day?

player in the hot-seat of an overall Commander of a global, nuclear strike-force, hopefully explains part of the reason for our misplaced moralising.

For this game, while costing less than a tenner, doesn't offer a great deal in the way of entertainment or value-for-money.

Unless, of course, you happen to be particularly interested in the biggest challenge of the game, the idea of fighting a restricted nuclear war without resorting to Mutually Assured Destruction.

If this idea appeals – it appealed to me in a curiously ghastly way – then you'll find that the interface is uninspiring and doesn't offer enough in the way of feedback for you to ever feel totally at home with it.

Nevertheless, the engine behind the game is scrupulous in its detail and, due to this, extremely hardened nuke-'em-at-all-costs wargamers could find the game of some use.

Anyone else should look elsewhere – it's just too unfriendly and archaic for words.

Steve McGill



Subversion belongs in the 16K Spectrum, £1.99 division. A division that's completely and utterly redundant.

Not only does this game insult the Amiga, it also insults potential players. It expects them to footer around with a fiddly, ridiculously awkward code-wheel to gain access to the game and, then, rubs salt into the wounds by demanding that they use the wheel every time they come across a friendly sub on the screen-sized gaming area. Aaarrrrgghh.

I'm still reeling from how poor this is. I've programmed more enjoyable experiences on my ZX81. I wouldn't recommend this to my worst enemy who had just set fire to my house and motorcycle after mutilating and torturing all my pets. It's that bad.

Come to think of it, I wouldn't even recommend it to Paul Gascoigne.

Avoid at all costs. Even if you have to emigrate and leave all your possessions behind in the rush.

Steve McGill

SUBVERSION

Publisher
Guildhall Tel: 01302 890000

Price
£9.95

Versions
A500/600. Allegedly A1200

System requirements
1Mb

Release date
Out now

Graphics 1 out of 10
The ZX81 lives. Put it down...

Sound 1 out of 10
Ho, ho, ho. Very funny.

Addiction 1 out of 10
This joke is getting stale.

Playability 1 out of 10
I'd rather play at burning my fingernails off.

Overall verdict
***Subversion* is the enemy of everything the Amiga stands for.**

10%





The latest football simulation to get released has Nick Peers taking a mid-afternoon nap in his sheepskin jacket. It's that boring.



Club and Country



The mighty Cardiff City, pride of South Wales (unless you come from the Swansea area of course).



Zzzzz... uh? What was that? Oh, someone getting tackled (again). Anything to liven it up – even the numbers running around the pitch – please!

Until Graham Taylor, every football-fan dreamed of being England's Manager. Now Leisuresoft have released *Club and Country* and you have the chance to make that dream a reality. Starting in the Third Division, rise through the ranks of league Managers until that phone-call from Bert Millichip and your career can start to slide as international Manager.

Club and Country brings no surprises to the football game. Detailed player and team statistics, all the tactical controls you need to turn your bunch of amateurs into international starlets and the usual mix of menus and options.

The only trouble is that *Club and Country* quickly reveals itself as a time-consuming bore. It'll take you three hours just to get through the first ten league games in a season. Realism is one thing, but I'm not waiting forever just to get a whiff of international glory.

It's a pity that *Club and Country* fails to excite because it has real potential. The tactical screens are particularly good – you hone each player individually, while creating complex tactics for the entire team. You're left with a real feeling that you could build a team to be proud of if you weren't so easily distracted.

You want to be on the edge of your seat come match-day, not making cups of coffee because virtually nothing happens on the match-screen. Just because you can substitute players and tactics at any time shouldn't mean that you have to stare at the same screen in complete boredom, waiting for that crucial moment when your intervention might be required.

If you can stay awake long enough, look out for the number of times your goalie fouls without conceding a penalty, or is tackled without letting in a goal. Not exactly realistic is it? There are also other annoying features which drag it all down. It's enough viewing your own match without having to watch every other team's results flash by afterwards. And what is the point of putting you in charge of ticket prices and stadium building?

Club and Country is just one more football management game, and not a very good one at that.



Club and Country scores highly for its tactical elements. Pity about every other aspect of the game.



Bidding for new players is a fine art. Pay too much and you won't be popular, but wait too late and the other club will walk away.

WHO, WHERE, WHEN?



Club and Country combines fact, fiction and the past with little regard for any of them.

Take a close look at the statistics for Club and Country.

You'll notice a very strange hybrid of past, present and fiction lurking in there.

The Divisions are three years out of date – Swindon are still in the Premiership, for example.

The players themselves vary from team to team – so while Blackburn can rely on the talents of Shearer and Sutton, 'lesser' teams are three years out of date.

And what about this: Manchester United's Nicky Butt is considered their goalkeeper!

CUB AND COUNTRY

Publisher
Leisuresoft

Price
£29.99

Versions
All Amigas

System requirements
1Mb

Release date
Imminent

Graphics 6 out of 10
Amusing cartoon-like graphics which are too few and far between. Forget about animation of any kind.

Sound 1 out of 10
Aside from the intro tune, nothing. Not even a sausage.

Addiction 4 out of 10
Fine-honing your team would be rewarding if the matches themselves were worth sitting around for.

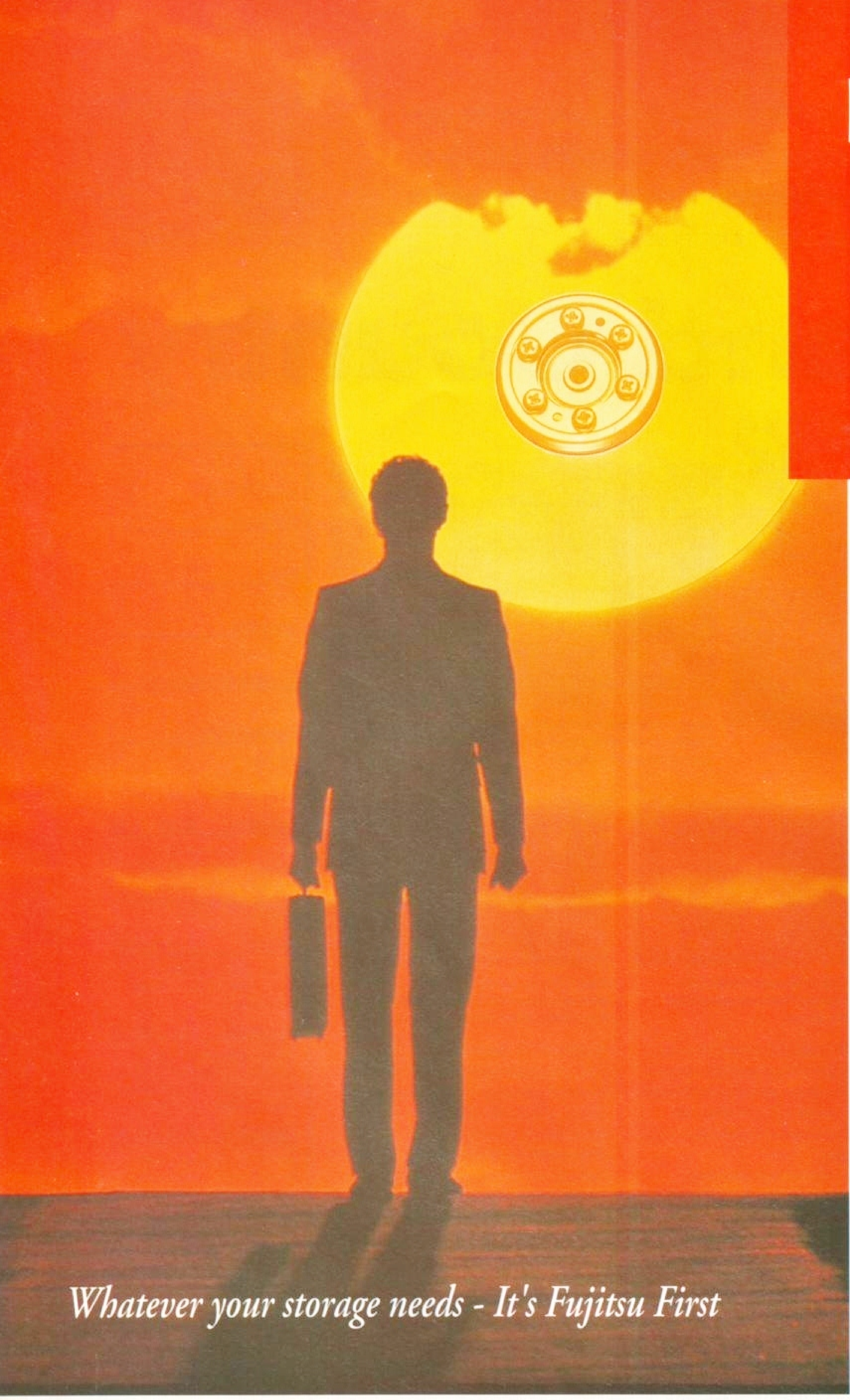
Playability 5 out of 10
Excellent tactics section. Elsewhere not so good.

Overall verdict
The game's potential is lost in a sea of muddled statistics and lack of action.

49%

***Club and Country* quickly reveals itself as a time-consuming bore.**

Fujitsu drives - as sure as the sun rises in the East.



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So if you want to be sure that your drive doesn't go West, look East, for the finest drives under the sun.

Fujitsu Drives are available from:

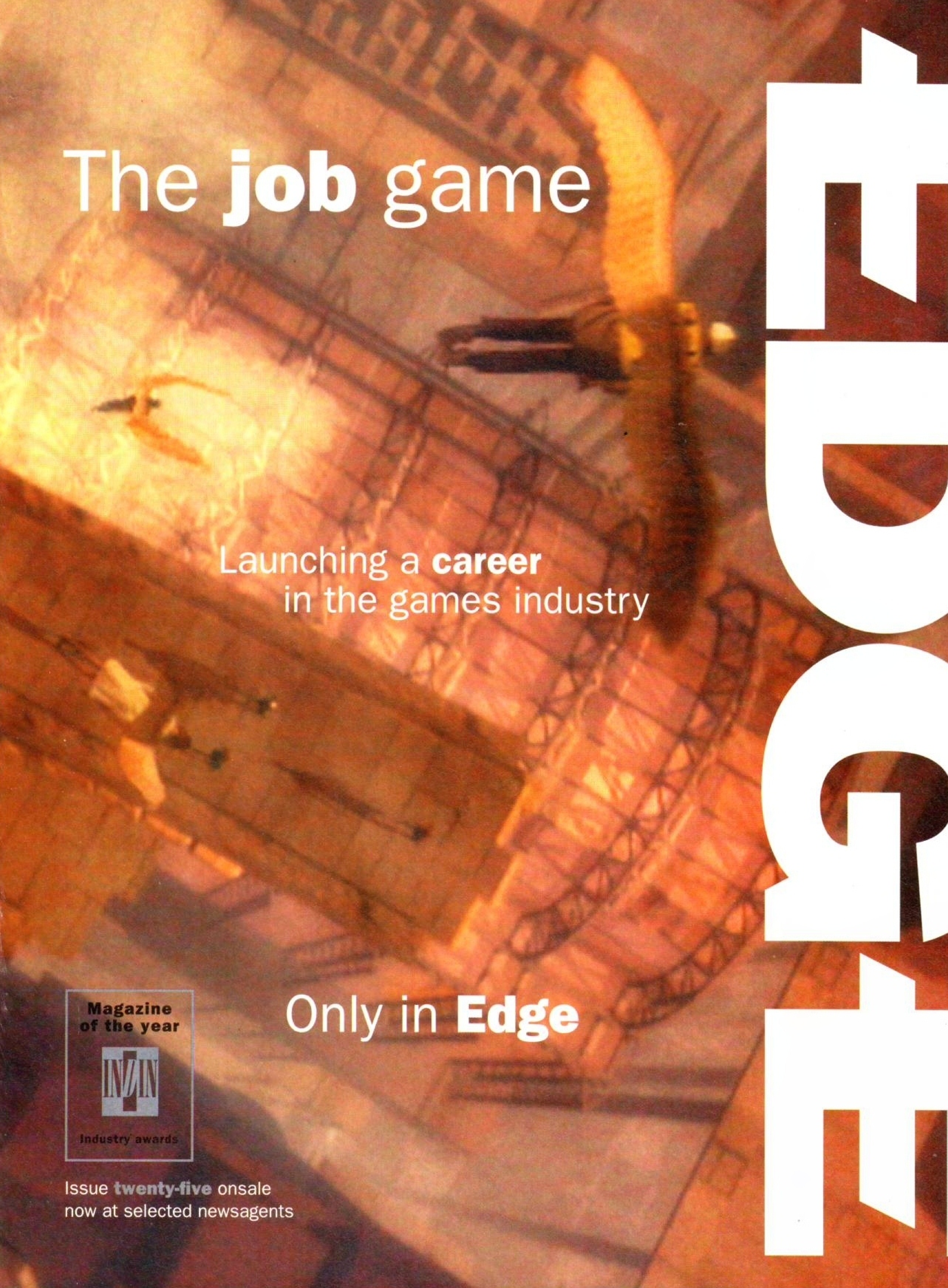
AG Peripherals
Tel: 01264-336991
Fax: 01264-335199

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Or call Fujitsu on 0181-573 4444

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All Amiga SCSI2 Cards & Squirrel OK

Multi-Data-Machine

Amiga, PC & Mac Software Supplied

All in one half height drive

Benchmarks

68030 Dos 40.7 Cpu Speed 1380

Create File: 302706 bytes/sec
Write: 306960
Read: 963764

The Multi-Data Machine is based upon the PD drive system by Panasonic which gives 4X CdRom & 650M removable in one half height drive.

Fourth Level Development software for this SCSI device gives Amiga users a system which is unrivalled by any competitor.

The software supporting the 650 Meg rewriteable cartridges combines all the advantages in both speed and security of Ami-FileSafe - the new filing system which has taken the Amiga market place by storm - with the advanced software to support removable media which has until now, only been available on the Mo-Miga (Fourth Level`s top of the range 1.3Gb Magneto Optical drive system). Full CDRom software is also included.

Prices: Internal SCSI2		£549.00+VAT = £645.07
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Steve McGill has shouldered the enviable task of going through the best and the worst in the Amiga games world from the past few months.



Games Check

SUPER STREET FIGHTER 2
(*AF75*; 88%) US Gold

Despite the smallness of the sprites, the excessive number of disks and disk swaps, Super Streetfighter 2 manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident Streetfighter champion, Graeme Sandiford to sum it up as, "surprisingly good, except for the graphics."

SUPER SKIDMARKS 2
(*AF71*; 92%) Guildhall Leisure

Steve McGill reckoned *Super Skidmarks* to be, "so hot it'll soon be burning rubber on the virtual tarmac of the information superhighway". Sounds good...

And be in no doubt that this racing game, in eight player mode is quite possibly the most fun we've ever had in this office.

ULTIMATE SOCCER MANAGER
(*AF72*; 84%) Daze Marketing

Kind of took us by surprise this. Impressions are known for their strategy games (and often patchy ones at that) and we thought footie management would have been the furthest thing from their minds.

But no, for *USM* contains Theme Park-esque stadium development with some novel ideas, including match-rigging and press conferences. And it belted to the number one slot.

VIROCOP
(*AF73*; 83%) Renegade

Top Amiga writers, Graftgold, returned to the fray with this slick, polished shoot-'em-up, packed with neat, graphical touches and, shock, some *good* music.

A game within a game, you battle through various game genres, blasting all and sundry. The writers have payed 'homage' to games such as Chaos Engine and Cannon Fodder, and the graphical references are not difficult to spot. Almost too cunning.



COLONIZATION
(*AF74*; 95%) MicroProse

The biggest score in *AF* since Sensible World of Soccer scored the same last Christmas, Sid Meier's follow-up to Civilisation is a fabulous, strategic journey to the Americas in which you attempt to wrest control of as much land as possible, through means foul or fair. Trading is the best way to succeed – importing and exporting. Oh, it sounds dull, but very few games attain the same high standards of *Colonization*.

ROADKILL A1200
(*AF74*; 80%) Guildhall Leisure

Rumbling rock music, heaven-sent explosions and graphics to kill for, this one-player racing game includes rockets, homing missiles and handy on-screen hints, such as: "Drive really fast and kill everyone!". Normally, we at *AF* slash scores with abandon if the programmers fail to offer a two-player or link option, but this is so tidy, all is forgiven. Worthy.

SENSIBLE GOLF
(*AF74*; 81%) Virgin

An ambitious project for *Sensible* to take their Amiga-bow, but they just about pull it off in this quirky, overhead golf-sim. Sure, some of the holes are ridiculous, and it takes time to learn the ins and outs. But Steve Bradley liked it and he was the Games Editor, so he must be right, right?

GLOOM A1200
(*AF75*; 91%) Guildhall

One of the main contenders for the accolade of top Doom-clone on the Amiga, *Gloom* was created,



developed and programmed using Amiga-only software: Devpac2, Blitz Basic2, Art Department Professional and Deluxe Paint.

It puts the proverbial finger up to developers with pretensions of global grandeur and proves that you don't need a marketing-budget the size of a lottery-win to create successful, exciting games.



GLOOM: It's top of the CD32 and A1200 charts. It's top in the 'desirability-to-play-after-work' charts. It's been programmed by a top-antipodean. And that's a lot of tops for a top-game.

DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS

AKIRA
(*AF70*; 18%) ICE

Gosh, and weren't we surprised when we failed to receive a review copy of *Akira* before it hit the shelves?

An unseemly, unmitigated disaster with shoddy graphics and gameplay from Hell, this is as poor a shoot-'em-up as you'll see this year. And next, hopefully.

SOCCER SUPERSTARS
(*AF71*; 18%) Flair

The only great thing about this game is that it comes with a free Mitre football. Ours burst as soon as we tried to pump some air into it.

As sluggish, shabby, viewed-from-the-side footie games go, this is... well, the first two letters are indeed S and H... Yes, it's shabby.

TOURING CAR CHALLENGE
(*AF74*; 21%) OTM

Piles of promotional literature, tie-ups with Alfa Romeo and absolutely no game whatsoever. Why on earth did they bother?

A text-based management simulation with quite howlingly awful race highlights which consist of a few cars bombing past a static screen. Oh dear.

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LATEST GAMES

GM194 BATTLE DUEL AGA battle duel is a SUPERB multi-player artillery type game. [AGA]
GM195 BATTLE DUEL ECS ECS version of the above [WB2+]
GM226 GLOOM A demo version of the forthcoming Doom clone. [AGA]
GM227 WAR OF THE WORLDS 4 A virtual reality program! [AGA]
GM228 KING HIGH A new card game
GM230 DOMINOES A game of dedication and a little cunning.
GM233 SUPREME FIGHTER Beat-em-up with Spectrum style GFX.
GM234 TOMMY TANKERS 2 Player overhead tank warfare game.
GM239 ULTIMATE STAR TREK Quite old but a great strategy game by Tobias Richter. [2 Disks]
GM242 PSYCHUEL Alien Breed style shoot em up [WB2+]
GM243 LAST LAP v1 Excellent racing game for one or two players.
GM245 THE PYRAMID GAME A puzzle platform game. [2 Disks]
GM247 KLONDIKE III This is a special version of Klondike for disk users only! [6 Disks] [3MB]
GM248 DELUXE PACMAN AGA Wow a pacman game by the author of Deluxe Galaga.
GM249 DELUXE PACMAN ECS
GM255 BATTLE TRUCKS
GM258 BATTLESHIPS A very playable game by the Assassins.
GM259 EGG SCRAMBLE Mad, mad game. Very colourful platformer.
GM260 GEMZ
GM263 CODENAME NANO superb thrust game. Get it!
GM264 SCORTCHED TANKS v1.85
GM265 DATASTORM [2 Disks]
GM266 BLITZ BOMBERS
GM267 NIMBLE!
GM268 EXCELLENT CARD GAMES III A set of different card games on here. [AGA]
GM269 MASTER BLASTER II decent bomb game
GM270 TRONICS tron/light phasers game. Addictive
GM271 SUPER COMBAT 3 this is a two player version of cannon fooder. Superb graphics - Object to kill other player. [3 D]
GM272 DR. STRANGE 2 top notch platform romp which is a sequel to Dr. Strange 1.
GM273 REBELLION an asteroids clone with a difference
GM274 R3 is a 1/2 player smooth scrolling thrust game
GM275 MARATHON
GM276 THE DEVILS ABODE written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
GM277 DOOMER 2 version 2 of the Doom clone. More graphics, finer detail (walls etc) and much faster scrolling.

HOT NEW DEMOS

D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" Winner of the Primavera party 95. Get this! [2 Disks] [4MB+][AGA]
D204 TRSI "ANHALONIUM LENINI Quite a decent demo from TRSI, this time! [AGA]
D213 PARALLEX/CCN "DEEP" Winner of the Gathering 95 [AGA] [2 Disks] [HD] [4MB+][AGA]
D214 AVALON "RESPONSE"
D216 FACULTY "MAN ON MOON" Very good demo from Faculty - needs loads of Mem! [4 Disks] [HD] [6MB+][AGA]
D217 ABYSS "DRUGSTORE" [2 Disks]
D218 OXYRON "TEMPLE OF DECEASE"
D219 SANITY "ROOTS II" [020+]
D220 FREEZERS "DREAM WALKER" [2 Disks]
D221 FREEZERS "LECH" AGA won the Ram Jam charts "best demo in 1995". Loads of the same routines - tunnels etc.
D222 ARTWORK "GREENDAY" Won a recent party in Germany - very decent all round. [AGA] [HD] [3 Disks]
D223 IMPACT DK "MELCHOIR" [HD] [6MB+]
D225 GIGATRON "BOSNISK METALL" [AGA]
D226 SUPREME "CHAOS" [HD]

Latest demos continued........

D227 SCOOPEX "ALIEN" Scoopex are BACK in the '90s with a good demo release! [AGA]
D228 STELLAR "HUMAN" Stellar release "Human excrement in ....", lets say no more!
D229 VIVIAT "SLOVIAK" [2 Disks]
D230 MELON "PLANET M" another classic release from the guys at melon. Released at a party in the Netherlands recently.
D231 AXIS "PICTURE BOOK" must be one of the best demo releases for many months, comprehensive. [AGA] [4 Disks]
D232 GUNNERS "MD9" another recent party release
D233 AIDSYNTHETIC DESIGN "TENEBRA"
D234 INTERACTIVE "ABSTRACT" another release from the party in the Netherlands. Excellent routines. [HD] [4 MB]

MISCELLANEOUS

GRAPEVINE 21 superb disk magazine from LSD [2 Disks]
GRAPEVINE 22 call for date (September?)
DEADLOCK 9 superb disk magazine by Anathema/Narcosis
DEADLOCK 10 disk magazine - call for date (September?)
NFA WORD 5 disk magazine from NFA [AGA]
NFA WORD 6 disk magazine from NFA [AGA]
NFA WORD 7 call for release date and details (August)
NFA BODYSHOP 8 [AGA] [3 Disks]
SHERILYN FENN SLIDESHOW [AGA]
PHEOBE CATES SLIDESHOW [AGA]
ERIKA ELENAIK SLIDESHOW [AGA]
NIKI TAYLOR SLIDESHOW [2 D] [AGA]
TINY TOONS CLIPART superb hand drawn clipart
NFA BIG GIRLS II [AGA] [3 Disks]
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U352 MAGIC WB v1.2P The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
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U560 DELITRACKER II v2.1 A great module player. [WB2+] [2 D]

More utilities continued........

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U565 IMAGE STUDIO v2 All new version 2. Loads of new features present in this: Arexx capabilities, speed increase etc. [WB2+] [2 Disks]
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U576 BLITZ BLANKER V2.5 Blitz Blanker is another tool that requires the services of MUI (U499). Modulerised screen blanker. [WB2+]
U581 PAGESTREAM 3F>G PTCH This patch vastly improves Pagestream 3F. It gives you landscape non-postscript printing! [2 D]
U588 PC-TASK V3.10 All new PC Task v3. Demo version.
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GM118 CHANEQUES yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end. [2 Disks]
GM123 MEGABLOCK V2 the best Tetris games on the Amiga.
GM125 KELLOGS LAND WOW! The very best PD platform game ever! [AGA]
GM126 SUPER MEGA FRUITS a good Fruit Machine game.
GM127 ZAXXON superb! The C64 classic now comes to the Amiga!
GM130 FISHY FISHY eat the small fish, avoid the sharks and grow!
GM132 SAMURAI SHOWDOWN this is an amusing Street Fighter clone. Good! [AGA]
GM133 HYPER RACE super-sprint clone. Multi-player racing. [2 D]
GM136 CYBERMAN wow! A 3D pacman clone. Very decent indeed.
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GM141 MADHOUSE a graphical adventure game [2 DISKS]
GM147 DELUXE GALAGA v2.51 must be the best PD shoot-em-up ever made!
GM148 CLASSIC PUCMAN classic Pacman as it was originally designed
GM149 AMIGA DEMON v1 poker card game for the Amiga

More games continued........

GM150 ROCKETZ V2.25 superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive mutli-player games ever! [AGA]
GM151 INFECTION very hard to explain. 4-player game with playability
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GM153 BOING V3 decent thing-on-a-spring type platform game
GM157 MASTER BLASTER similar to Dyna-warriors - 2 player bomb game
GM158 THINK A MANIA snap game with excellent graphics [WB2+]
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GM178 DOOMER a good Doom clone for the Amiga [AGA] [HD]
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GM183 PSSST AGA remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH another car racing game
GM185 BOARD GAMES Cluedo is the main game here
GM187 FEARS 2 AGA wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE A program that allows you load and use your Klondike cards! Blackjack and another on here [3 Disks] [2MB]
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Approx 5 New cards per week! Call!
We will swap cards - call us!

F1 LICENCEWARE

F1-14 TOTS TIME £3.99 ideal for younger users
F1-31 POWERBASE v3.3 £3.99 database
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F1-50 GUIDE TO AMOS v2 £4.99 absolute beginners guide to Amos. Superb guide to help you understand!
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F1-62 JUNIOR ARTIST £3.99 Learn how to draw
F1-67 BUBBLE TRUBBLE £4.99
F1-68 AQUANAUTA £3.99 superb game. Get this!
F1-74 AMIGA ASSIST £3.99 beginners guide
F1-76 OBSTICKLE £3.99 superb platform romp!
F1-81 AQUAKON AGA £5.99 A little like Doom on water.
F1-83 IMAGE COMPRESSOR £3.99 for AMOS coders
F1-84 WORD PLUS+ PRO v1.3 £4.99 Want to know a word - get this! Used to sell for £14.95!
F1-86 LEGIONS OF DAWN £4.99 Sci-Fi Dungeon Master type game. Choice of several characters and loads of weapons.
F1-87 LEGIONS OF DAWN £4.99 hard drive version
F1-102 AURIGA £4.99 very decent Strider clone

BLACKBOARD 4 £8.99

Part of the new F1 GOLD range this excellent image processor now comes with an extensive fullly featured ring bound manual. The new version contains an online help routine, new file formats, new edit facilities, rotate pictures to any angle in 3D, new buffer routines with upto 99 pictures in RAM, new extensive preference links, thumbnail images, mash functions and new GUI frontend!

F1 LICENCEWARE

GRAC v1.10 £6.99

Do you admire the commercial games cush as Monkey Island and other adventure games and wish you could program your own version? With the Graphic Adventure Creature v1.10 you can easily make a point and click adventure game like Relics of Deldroneye. This version fixes bugs in v1 and comes with an extensive manual for your reference. Get this now!

F1 LICENCEWARE

INTRO TO DOS 2 £6.99

WOW! Version 2 of the superb guide and introduction to Workbench and Amiga DOS. Version one obtained superb grades in a number of magazines - eg 90% in AUI and 92% in Amiga Shopper. Do you want to learn how to use your Amiga? This has twice as much information as the first version, with examples pictures. Superb compilation!

F1 LICENCEWARE

MAGIC PAINT BOX £6.99

Magic Paint Box is a superb new paint program for all ages. Mainly aimed at children under 8 years of age this is suitable for parents to easily demonstrate to their children its simplicity yet powerful features. Excellent front end, 84 different painting tools and the ability to print full colour pictures direct from the program to any colour printer. Comes with full reference manual.

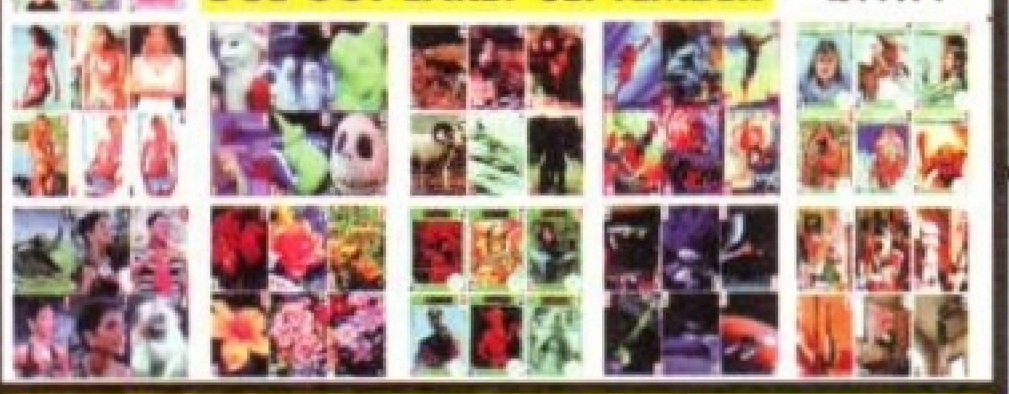
F1 LICENCEWARE

CD-ROM SOFTWARE

KLONDIKE GOLD

Have you entered the race to collect Klondike cards before your friends? Even the Amiga 'scene' has gone Klondike mad! This CD should contain over 200 cards (our aim is for over 250 with many exclusive cards constructed by scene members) all ready-to-run and in LHA format (for BBS and HD use). All categorised into sections all your favourites are here and many more. Also includes Klondike III, Card Games Deluxe, Cardz and tools such as DIY Reko, REKO GIO for Photogenics, REKO datatype etc. This CD is ideal for a collector, someone interested in buying Klondike or any card fan. Superb!

DUE OUT EARLY SEPTEMBER £19.99



F1 LICENCEWARE

volume one - F1-01 to F1-100

This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Choose from the award winning Blackboard v3 to Junior Artist or from Tots Time to GRAC (the best ever selling F1 title with 100's of copies sold so far). You can blast some aliens with Aquanaut, learn about AMOS through theGuide to Amos, teach your kids how to draw with Junior Artist, make a adventure game with GRAC or use some of the professional music for your games. With a very easy to use interface with 99% of the programs running straight from the CD.

All programmers receive a royalty share for every CD sold. £32.99

DUE OUT LATE SEPTEMBER

F1 LICENCEWARE

PHANTASMAGORIA

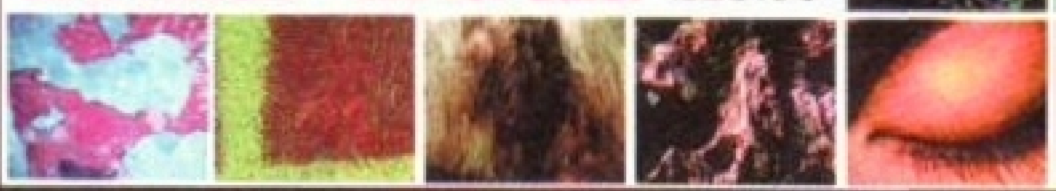
professional backgrounds and textures

Phantasmagoria are a professional graphics firm based in Bristol. They have provided textures and backgrounds for video, ray-tracing and image work for the last five years. Their entire collection, consisting of 520+ 24Bit backgrounds and textures, is present on this CD-ROM. There are the very high quality 24Bit JPEG files for video, graphics and multimedia work and 256 colour GIFS for Scala and raytracing. No wasted space on this CD-ROM! For instance, no multi-graphics files such as SCI, PCX or even more obscure formats that are found on other texture CD's. You will not find many tools on this CD either. Picture viewers are provided for Amiga, PC and Mac computers.

INCLUDES FULL COLOUR REFERENCES FOR EVERY IMAGE

new release - call for date! £29.99





MULTIMEDIA TOOLKIT II

1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. If you are a Multimedia fan then you should not miss release volume 2.

£22.99

AGA EXPERIENCE vol. 1

NFA, famous for their Bodyshop series and Word disk magazine, present their first CD for the Amiga. This contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software, the greatest AGA games, high quality AGA slideshows, the most outstanding AGA demos, entertaining and informative disk magazines and the best of the rest. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb Magic Workbench icons makes the CD an absolute pleasure to use!

DUE OUT SEPTEMBER 1ST £19.99

ASSASSINS 2

In the follow up to Assassins Games vol.1, this CD contains 600 new games for all Amiga CD users. It contains a excellent interface which means that 99% of the games run straight from the CD, even on a CD32. If you want the best and the latest games then look no further!

£18.99

AMOS vol.2

This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions. An absolute essential CD for any Amos programmer.

£18.99

HOW TO ORDER

Choose the CDs you want to order, add 75p to the complete cost to cover postage and packing. Then send your cheque or postal order to the address on the other page. You can also pay by credit/debit card.

INFORMATION

As you can see from the advert we are working with F1 Licenceware to produce their CD-Rom. We also have a range of other co-operation CDs in the pipeline. If you have an idea for a CD then contact us as soon as possible.

FRESH FONTS

Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts. Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

VOLUME 1 £14.99 — VOLUME 2 £16.99

LIGHT ROM

Vol 1 contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Light Rom volume 2 contains 100% Lightwave/Toaster material with over 300MB "of data that didn't appear on vol.1.

VOLUME 1 £29.99 — VOLUME 2 £34.99

ZOOM



Released on the 29th of June, Zoom received some glowing reports: T. Cooper said that "It is the best interface I've used", whilst D.S. Duncan wrote to say "My most eagerly waited CD....get on with Zoom 2 NOW!!". Zoom contains the latest PD from all over the country, the Aminet and BBS sources within the Active Software library. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Deadlock. Select the file you want to read about, read the information then click to de-compress! With an online help guide if you get stuck! Easy as that. Over 560MB of data, (over 1.5 GIGs of uncompressed files) offering the user access to 1000+ of disks! Must be one of the most comprehensive CD's this year! OUT NOW!

NOW INCLUDES SEARCH ROUTINE £19.99

CD-Rom Comparison Chart

	Zoom	Hottest 5	Phase 4
Over 560MB of Data	✓		
Easy to Use GUI	✓		✓
Over 1000 Disks	✓		
Very Latest PD	✓		
Outstanding Value	✓		✓
Free Booklet		✓	
AS Best Buy Award	✓		

* The latest PD from December to June: Utilities, games, demos, slideshows, education, disk mags and more! Disks up to U645, MISC22, D225, A138, KL88, ED059, GM256
* Over 80 Klondike/Card Games Deluxe Cardsets
* Ground Zero's Themed Imagine Objects
* Gathering '95 Demos/GFX/Mods, Other "Party" Demos
* Some Exclusive and New AGA Slideshows
* Over 21MB+ of Magic WB icons, backdrops, drawers etc

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Fred Fish has been serving the Amiga market since inception with his excellent disk compilations. The Fresh Fish (double CD) CDs continue the trend. The Gold Fish CDs are compilation of the best from the Fresh Fish CDs. The best on the market!

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£18.99

MEGA BUNDLE ONE



LIGHT WORKS — PRO FONTS/CLIP — BEAUTY CHAOS

This Mega Bundle contains Light Works - a superb raytracing/3D CD by Tobias Richter, The Professional Fonts and Clipart CD from PD Soft and the Beauty of Chaos which contains loads of fractals. **GET 3 CDs for £34.99**

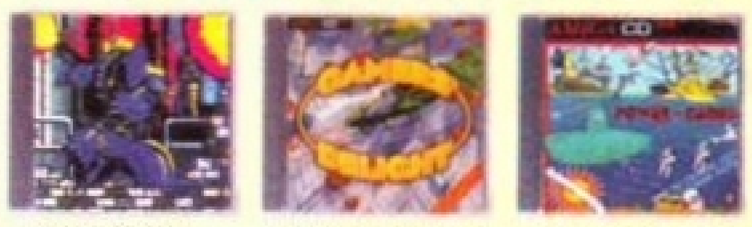
MEGA BUNDLE TWO



LSD VOL 2 — MEETING PEARLS 2 — PHASE 4

The 2nd Mega Bundle contains the LSD II CD - LSD were "famous" for Grapevine, Meeting Pearls II and the classic 17Bit Phase 4. Four Aminet-thrashers for one price! **GET 3 CDs for £24.99**

MEGA BUNDLE 3



ASSASSINS 1 — GAMERS DELIGHT — POWER GAMES

Mega Bundle 3 contains the Assassins Games CD vol 1, Gamers Delight - full of commercial games - and to complete this games compendium Power Games has been included! **GET 3 CDs for £29.99**

HOTTEST 4

This is a PD Soft collection of their PD library during 1994. Games, demos, utilities, animations, slideshows, diskmags, pictures, samples, music modules and much more. Limited stocks left so get this CD at this low price while you still can.

£14.99

THE COLOUR LIBRARY

From a graphics company in Basildon, this compact disc contains all things colour. Essentially 1700 colour files with categories such as Animals, Bikes, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Flowers, Food, Helicopters, Houses, Inserts, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Raytrace, Scenic, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars and Women. 100% colour!

£18.99

3D ARENA

A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities.

£19.99

LIGHT WORKS

A superb compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. Ideal for both experts and begineers.

£29.99

PRO CLIPART 2

This is a multi-format CD that contains data in IFF and PCX format for Amiga and PC users. Includes categories such as animals, boys, cultural, floral and natural, girls, holiday, literal, mythological, scenery, transportation and work images. For Amiga/PC computers.

£17.99

GFX SENSATIONS

A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users: Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more!

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CD BOOT v1

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every gameComes with a complete English based manual and can run around 98% of CD32 games.

£26.99

SOUNDS TERRIFIC

This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more!

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C64 SENSATIONS

CALL FOR DATE

This CD gives you almost 10000 C64 megademos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). C64 experts have compiled a best of a CD.

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HOT AMIGA DEMOS

Do you want 1072 megabytes of the very hottest Amiga demos and megademos? This CD offers you hundreds of the finest demos. Spaceballs, Kefrens, TRSI, Complex, Scoopex, Silents, Sanity and Virtual Dreams are a selection of the biggest names here. 2000 floppy disks in DMS format with menu system to download LHA and DMS files. the CD also contains loads of the latest music modules from around the world. Plenty on here to keep any user or even a demo freak going for ages!

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Many original textures start this CD-ROM. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Ligtwave, Imagine and Scuplt. It also contains many up-to-date utilties such as Main Actor, Ham Lab, Fracint, Anim players and more.

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UTILITIES 1-1500

The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994).

Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more!

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GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners.

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SOUND WORKSHOP

Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

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HOTTEST 5

Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself.

£15.99

TEN ON TEN PACK

An Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD

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INTERNET INFO

17,420 text documents straight from the Internet. FAQs on every subject imaginable, discussions from Usenet, Internet guides and more. An ideal way for the novice user to understand the Net!

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Here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the objects needed to create the 3D "hidden" effect! Programs such as Stereogram to produce the image as well as hundreds of source files in a myriad of gfx formats.

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ADULT SENSATIONS

This CD is for adults only, it contains soft porn material no worse than the Sun newspaper. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD.

We do not condone or supply hard core material

£17.99

MEETING PEARLS 2

Carrying on the excellent tradition this entire CD is run from HMTL "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical.

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WS ANIMATIONS

A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

£17.99

UPD GOLD

Contains over 4800 disks from the UPD library. Games, utilities, demos, slideshows, diskmags, animations, clipart, modules, samples and much more. Most of the PD was collected from 1990 to 1994 and early 1995.

£28.99

WS FONTS

Another popular Wierd Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

£7.99

WS CLIPART

Must be nearly third in the most popular CD ever produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers.

£7.99



GLOOM

Publisher
Publisher Guildhall 01302 890000

Price
£29.99

Versions
CD³² only

Release date
Out now

91%

Gloom CD32

Heaven protects children, sailors, and drunken men. But it doesn't protect those who opt to embark on the voyage into the centre of Hell that is *Gloom*, the Black Magic Doom-clone converted to CD^{32}.

For the only protection offered here is that of your wits, cunning and willingness to use a plasma gun without mercy. Steve Bradley had terrific fun last month, wiping out cultists, robots, ghosts, ghouls and other unpleasant creatures. So much so that he awarded the 1200-version a *Format*-variant of the Midas-touch and a score of 91% into the bargain.

It's easy to see why. *Gloom* plays with the pace of an out and out shoot-'em-up and pays tribute to Doom with the more endearing touches of an 'up-and-downy' screen-display as you run, secret doors, monsters hiding behind exits and upgradeable weapons.

Use of the CD^{32} controller's shoulder-buttons is a boon when carrying out that all-important, life-saving, side-step manoeuvre. And the rest, as they say, is fundamental, mental fun.

Unusually, though, the game offers no start-up locations, or options to



One of the best arenas for the two-player head-to-head games is in Hell. No need to travel far when you die.


Ghosts and ghouls and creepy things hiding in the dark. They all want to do you harm, so extinguish them like a spark.



Exile CD32

■ *Exile* has all the latitude of the best of adventures and the mechanics of a top arcade-blast.


Floating around all over the place with a jetpack that never runs out. Fun, fun, fun...


Kermit the frog liked to take supporting parts in computer games when work was slow.

EXILE

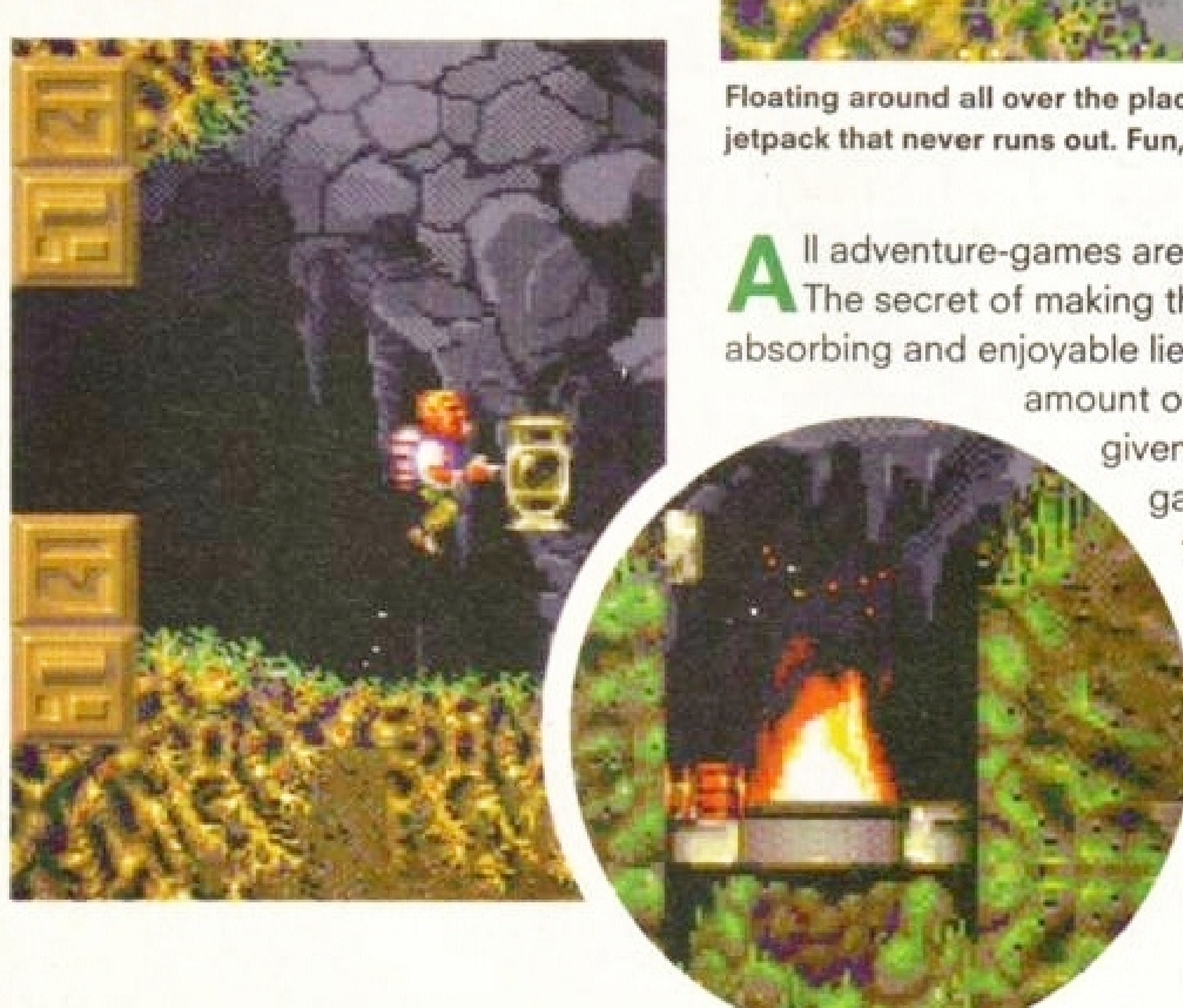
Publisher
Publisher Audiogenic 0181 424 2244

Price
£29.99

Versions
CD³² only

Release date
Out now

88%


Barbecues in space are wild.

All adventure-games are linear. The secret of making them absorbing and enjoyable lies in the amount of latitude given by the game for the adventurer to explore their environment, experiment, interact and solve the puzzles thrown their way.

Exile is a master of this. It is a game with all the latitude of the best of adventures and the mechanics of a top arcade-blast.

Happily, for CD^{32} owners, it is also much more than that.

Exile transports the player into an exciting environment with its own physical laws. Collectable objects have their own weight and inertia – a tricky phenomenon that has to



"Remember boys. When under fire with extreme prejudice, remember that the side-step can save your life," roared the Sarge.



Watch out for the aggro skinheads. They like to hide behind doors and they can accelerate faster than a hamster on a methedrine drip.

save at the end of levels, which essentially means that within a few days of play, you're going to get fed up with running around in the earlier stages.

Nevertheless, *Gloom* is terrific to play and is a title which earns the imaginary title of 'compulsory purchase' for CD^{32} owners

Steve McGill



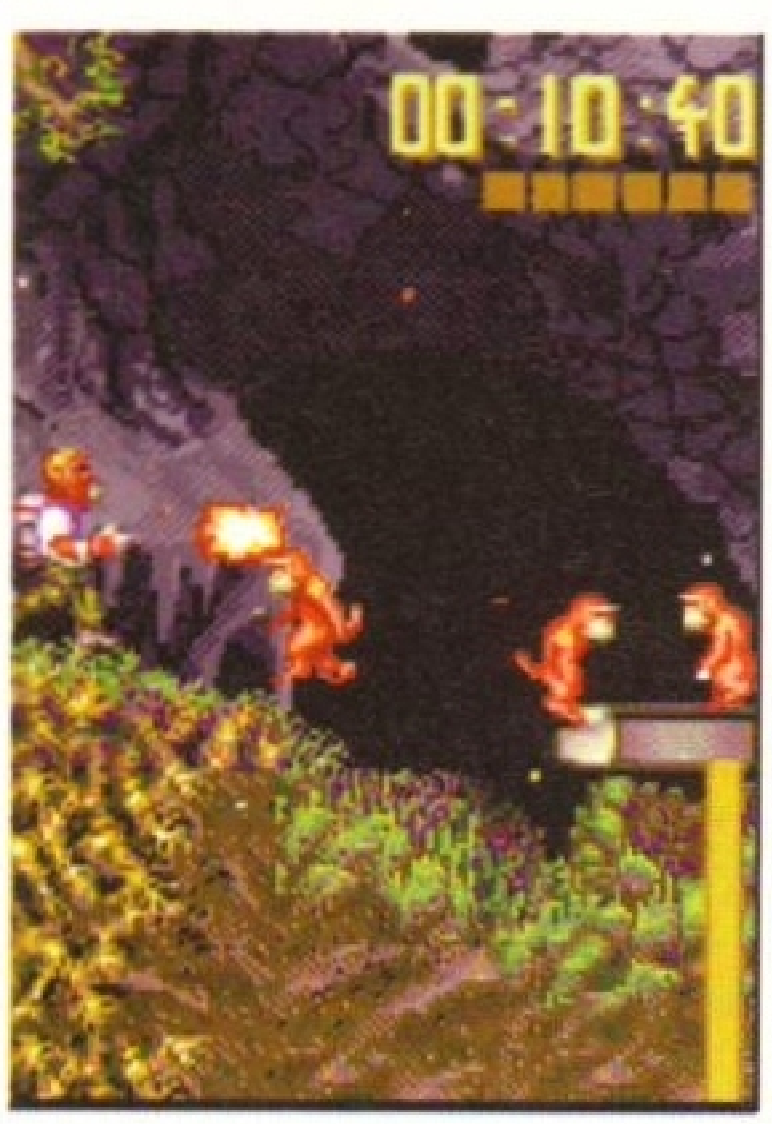
Every object and creature in *Exile* has its own mass and weight. This has to be taken into consideration when flying around the planet. Some things are only worth picking up and transporting if it's absolutely necessary. Take heed.

be taken into consideration when flying around.

Again, the CD^{32} pad has been made full use of and this helps immensely when executing all of those tricky actions, such as picking objects up while flying, pushing buttons and altering the trajectories of bullets.

In all, a tremendous game, a tremendous concept and tremendous excitement in store for all CD^{32} owners who take the plunge and purchase *Exile*.

Steve McGill



Close proximity to jetpac fuel sometimes had the odd hallucinatory side-effect on the recipient of visualising pink monkeys.

SCANNER



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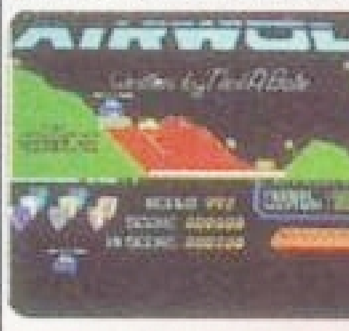
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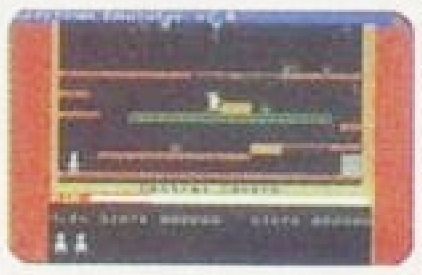
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We reviewed Colonization in issue 74 and it being such a stonkingly brilliant game, Nick Veitch thought you'd like a few hints and tips to get you moving.

SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

GameBusters



Don't be in so much of a hurry to start out that you're lumbered with a duff starting point.

COLONIZATION

Reviewed in *AF74* ■ 95%
MicroProse 01454 329510

Colonization is a huge game and there are simply masses of tips (not cheats) for us to impart to you. Therefore, in one of those rare events, we will be splitting the tips into several parts.

Cunningly enough, this first part will deal with starting up and maintaining your colony. By the time you have mastered this, you may be just about ready for part two, which is all about how to grow and how to prepare for independence.

Where to start?

Often the beginning of the game, the very first turn, is fraught with equal measures of danger, and opportunity. If you are playing in the "New World", it is somewhat difficult to know just where you are in relation to the greater part of the land-mass.

It is worth making sure that you don't just settle on the first piece of land you come across. It may be a tiny island, but it doesn't matter too much for your first colony – but try to make sure that you will at least be able to grow enough food for a reasonably-sized port.

■ Try to make sure that you will be able to grow enough food for a reasonably-sized port.

It is very useful to have one port very close to the main sea-lane for quick access to Europe. It is often the case that one town in your colony simply becomes the main port through which all your cargos go backwards and forwards, and, hey, this may as well be the first place you settle down.

Choosing a spot

In the early stages of the game, you will usually want to expand hard and fast. Get your men moving, get them exploring and nab all those resources, like silver deposits, ore mines and so on. Get them on horses, basically.

Either make new colonists Scouts at the docks, or, even better, bring a cargo of horses over as soon as possible and start breeding them. Bigger colonies can be established on the shores of the new land, especially if there is a fishery square nearby.

An expert fisherman on a fishery square can generate enough food for himself and six other people. If you manage to find a spot with two fisheries, you can populate the town with all manner of specialists, preachers and statesmen.

To properly exploit the wealth of the land, some of your colonies may be better placed inland a bit. These colonies, deprived of a fishery, have much less potential, but can still be viable and strategically useful parts of your colony.

The only good injun

There are two ways to play the indian



They may look friendly, but too much fire-water and you'll be in for a very short haircut.



This wasn't such a bad place to settle down. There is a fishery to provide enough food for a reasonable city and there is a lot of fur to be trapped in this neighbourhood. Don't worry about having a bit of everything, when lots of one thing will do.

TOP-TIPS FOR STARTING OUT

- Don't build next door to indians
- Don't build too far inland early on
- Don't build anywhere without a good food-source
- Do build near fisheries
- Do try to get expert farmers and fishermen
- Do remember that indians will train colonists
- Do trade with indians

WHOSE SIDE ARE YOU ON?

The nationality you select can have a dramatic effect on which way you play the game. It's best to choose the nationality after you have decided what sort of game you are going to play.



Kill, burn, pillage and steal – it's the only way they know.

SPANISH

At the easier levels, the Spanish are probably the best bet. Their bonuses against the natives mean you can clear large areas of land for your own use and often make a hefty profit from the spoils of cities too. It is possible to net up to 40,000 in gold.

A military-based colonisation force should see you in good stead for seeing off foreign interlopers, not to mention the King's men at the end of the game.



The love of money is the root of all their evil.

DUTCH

The Dutch trade bonus is very handy if you are having trouble getting to grips with the financial side of the game. The initial Merchantman, as opposed to a Caravel, can mean early business opportunities.

More importantly, stable markets at home (and this doesn't just include the price of horses) means that your colony can be just *that* bit more profitable – important at harder levels, since you'll need the cash to buy arms.



Living in harmony with the natives has a lot going for it.

FRENCH

The evil garlic-eaters, it turns out, are top chums with the natives and generate half the usual annoyance levels.

This is a good thing for them, and for you, on the harder levels, where marauding bands of braves can easily wipe out fledgling colonies and prey on unescorted wagon trains.



With faces like this at home, it's no wonder they emigrate.

ENGLISH

The only thing the English have going for them is a more rapid flow of free recruits. This can actually make all the difference, as long as you use them wisely early on.

After all, there's nothing to beat sheer numbers when it comes to staking your claim on a continent.

situation. You can be kind, sympathetic and just gently nudge the indigenous population aside, whilst maintaining good trade-links with them – or you can be a bit of a Spaniard and kill, loot, burn, pillage and destroy all who stand in your path.

Much as the latter may hold certain attractions, a more cautious approach may be useful. It is certainly wise to at least *pretend* to like the natives, because in the early part of the game they can be an important source of revenue.

If you do manage to get glorious treasures from looting a native village early on in the game, you will almost certainly not have been able to afford to buy a galleon, so much of your ill-gotten gains will end up in the King's coffers instead of your own anyway – a few hundred gold isn't worth all the aggro you will suffer.

One important point to remember, if you are going to upset the indians, is never, ever give them any horses or guns. Just don't. The only time you should do this is if you are very good pals with the indians; if the indians you sell them to live *very* far away from you; if you want to use the indians to attack a foreign power; or just before you declare independence (the indians are very likely to get pissed at the King's forces and give them a damn good thrashing).

Establishing missions can not only help keep the Indians under control, but can provide a source of new colonists, as some natives will eventually convert. You can encourage this by having the occasional bash at the villages.

The villages are also an inexpensive way of training your colonists in particular skills. Your scouts will discover what each particular village is known for, but don't send any criminals.

Next month

In the next instalment of GameBusters, we will be looking at building on your good start, maximising the potential of your colonies, making loads of dosh and preparing for independence.

GAMEBUSTERS ON THE NET

If you have access to the Internet, you can view a whole catalogue of game tips on many recent games.

FutureNet is one of the fastest growing Internet resources and the *Amiga Format* presence there includes tips on everything from *Monkey Island 2* to *Championship Manager*.

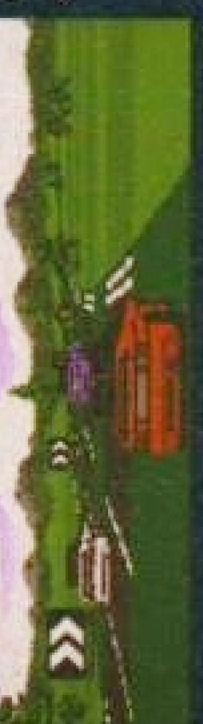
If you want to stay on top of the latest games, point your web browser to : http://www.futurenet.co.uk/computing/amigaformat.html

HELPING HAND

CHALLENGE DENNIS

Please give me some passwords for *Lotus Turbo Challenge 2*. And, if possible, some codes for *Dennis*.

Neil Bullock, Selby



Erm, fasten your seat-belt, Neil.

Night TWILIGHT
Fog PEA SOUP
Snow THE SKIDS
Desert PEACHES
Motorway LIVERPOOL
Marsh BAGLEY
Storm E BOW

LARRY LARRY LAUGHS

I've been stuck on *Leisure Suit Larry 2* for ages. I'm in the resort after leaving the cruise. I either get killed by the KGB, or the maid's brother. I know I need to get to the airport, but how? I can't get past the KGB.

Gareth Piaggesi, Huntingdon

Have you 'fooled around' with the maid? Leave the guest room and head for the barbers. Become a blonde and head west to the nude beach and take the bikini bottom from the rock.

Go back to the jungle and in the guest room walk north to the window, then east until you are completely hidden. Now change clothes and put the soap in the bikini top.

Return to the barbers and get waxed. Head back to the beach and walk east past the KGB agents, following the path around the cliff.

Once around the corner, put on your Leisure Suit. Now head for the airport. May the farce be with you.

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll do our best to print it.

Send it to: HELPING HANDS, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA12 2BW.

Make no mist
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SPERIS LEGACY



FORMAT
Amiga & CD^{32}
RELEASE DATE
July 1995





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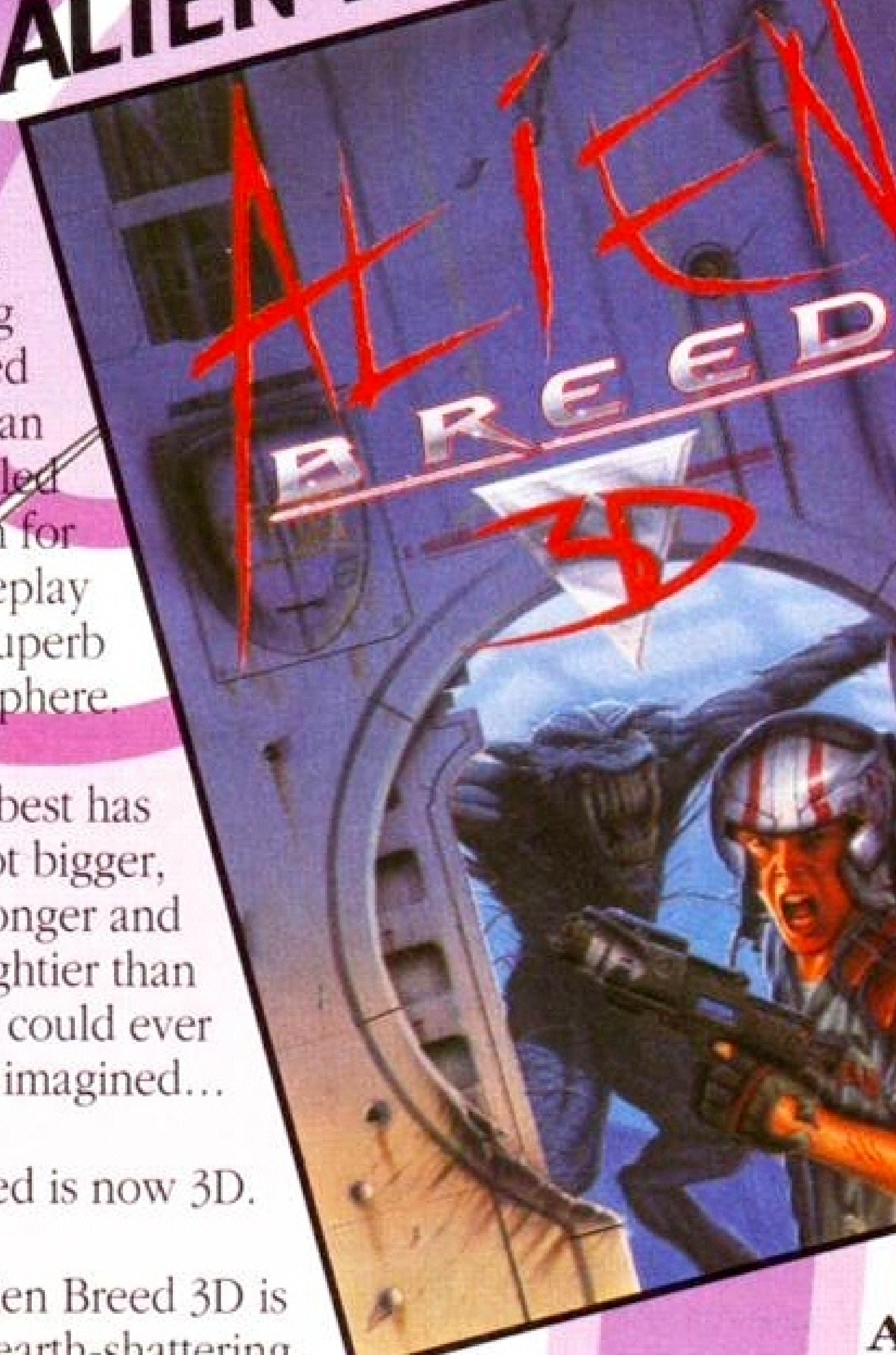
FORMAT
Amiga, CD³² & PC
RELEASE DATE
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ALIEN BREED 3D



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FORMAT
Amiga, CD³²
RELEASE DATE
July 1995





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Steve McGill checks out a bargain-basement-hunters' paradise this month, courtesy of those efficient box-shifters, Future Zone.



Re-releases

70%



CYTRON: Alien Breed fans will recognise a similar structure in the gameplay of *Cytron*. A worthwhile purchase.



CYTRON: Bouncy bullets when shot against certain walls. Nick and I love bouncy bullets...



CYTRON: Sightly repetitive in play, *Cytron* exhibited some imaginative control-systems for a shoot-'em-up. Sadly not emulated in later games.

CYTRON

Future Zone (Phone your nearest branch) ■ £2.99
Reviewed in *AF42;* 70%

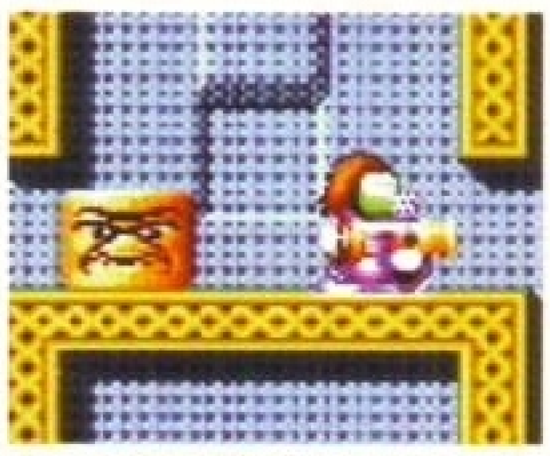
A Gauntlet-derivative with strong hints of Alien Breed and Paradroid thrown in for good measure, *Cytron* puts the player in control of a highly manoeuvrable attack-droid, charged with the responsibility of saving scientists, collecting various weapon and power-ups, and shooting *anything*, whether it moves or not.

There are more than a *few* novel mechanisms put in here, to add some much-needed spice to what is basically a blast-'em-up with a daft plot tied on to it.

The craft can be split into two parts, so that tricky, narrow passages can be negotiated by droid to trip doors, or obtain security-passes. There are five different control-methods, two of which involve using two mice and two joysticks. These help add much-needed accuracy with a high manoeuvrability quotient; shooting alien droids, while running away is a positive boon.

Similar to Alien Breed, terminals dotted around various areas of the game-complex let other areas of the complex be opened up, where weapons can be upgraded and power-ups traded in. Proper use of the terminals is strategic and ultimately decides your fate.

At £2.99, *Cytron* is a "must." Big fans of Alien Breed should add 10 per cent to the score at the end if they don't already own the game.



SUPER METHANE BROTHERS: Puff and Blow. There's a joke there somewhere. Probably.

SUPER METHANE BROTHERS

Future Zone ■ £2.99
Reviewed *AF61;* 82%

An unashamed derivative of an arcade-classic, Tumble Pop, *Super Methane Brothers* is similar, superficially at least, to Bubble Bobble and has the disquieting effect of being addictive without actually being all that enjoyable.

Reasons vary, but difficulty-level doesn't play all that important a role. There are 120 levels in all, with mini-bosses, bonus rooms that look really psychedelic "man" and secret rooms. You stun the creatures in each level with gas, draw them into a vacuum cleaner and spurt them back out again against a wall. Once a level's bereft of creatures, passage to the next level is allowed and the same procedure happens all over again.

There are no re-start points, which means that once you lose all of the lives from the numerous continues the game throws at you, you've got to start all over again. Distracting and irritating to say the least.

Nevertheless, *SM Brothers* is mildly entertaining and at £2.99 while stocks last, it's definitely worth checking out.





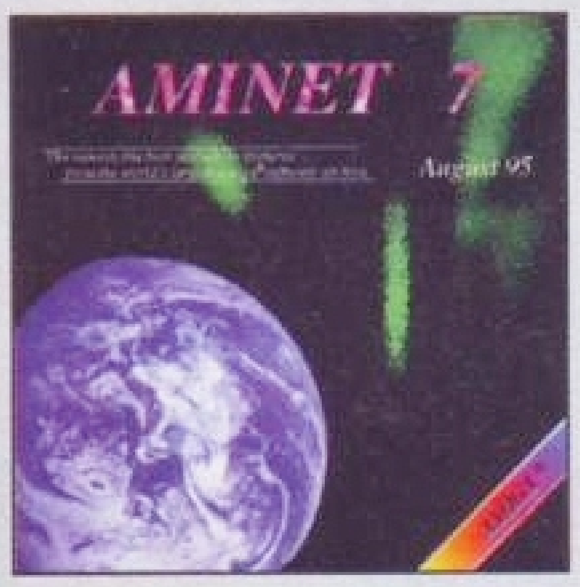
SUPER METHANE BROTHERS: Hard to fathom quite why the game isn't as addictive as Bubble Bobble. It is a lot easier to play. Not enough challenge, perhaps?



SUPER METHANE BROTHERS: No matter what you think of the gameplay, great or bland, you can't argue the value of the game at £2.99.

82%

D-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-



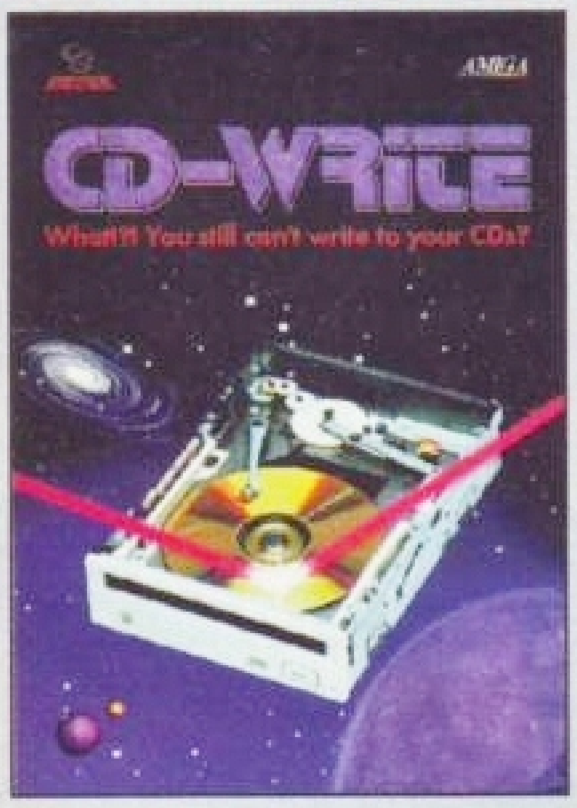
Aminet 7

Aminet CD 7, dated August 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 6 more than 540 MB new software has appeared. The current edition has a special focus on images, more than 10000 images from Aminet were included. User friendly access software makes the Aminet CD-7 a pleasure to use. £14.95



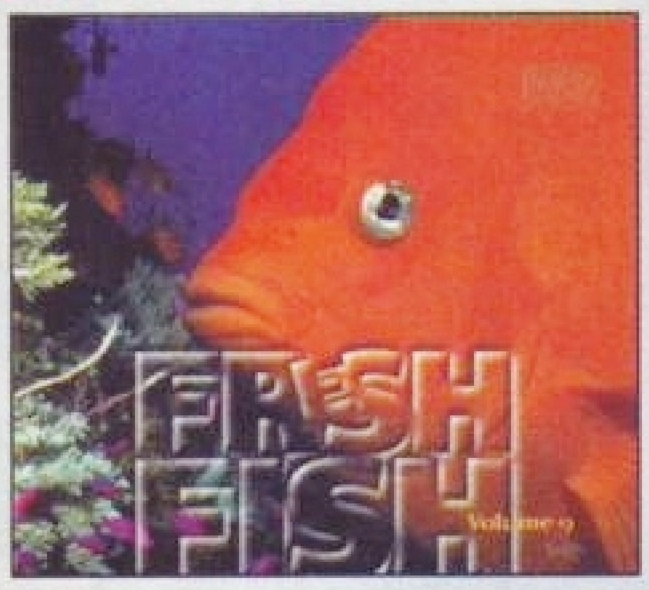
Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



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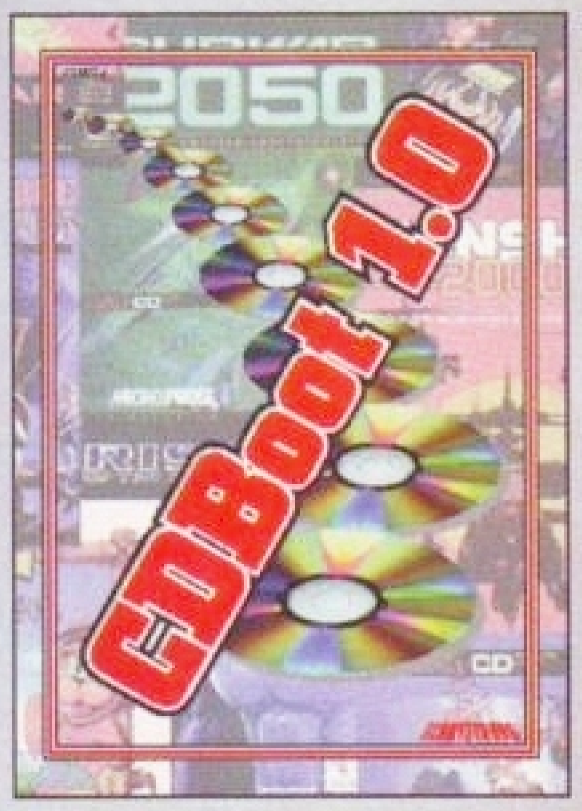
What?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



FreshFish 10

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95

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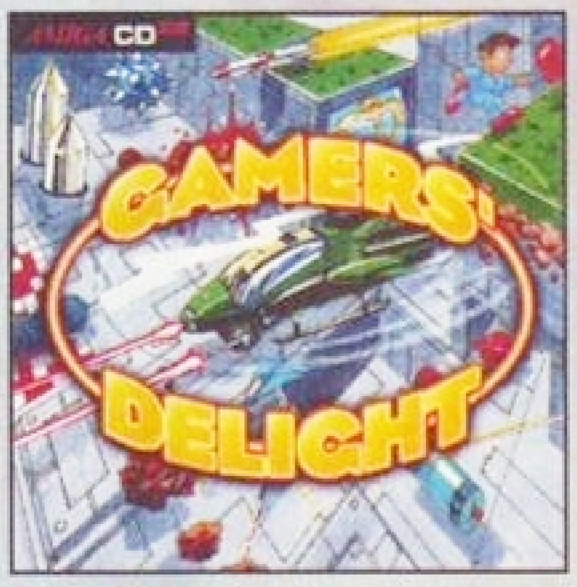
CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95



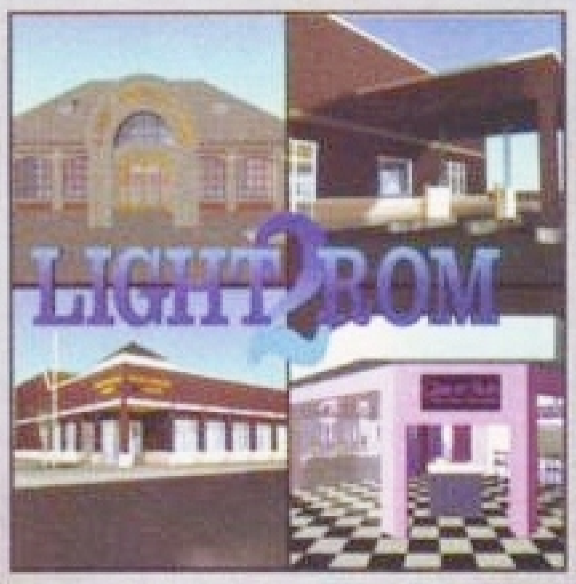
Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers´ Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95



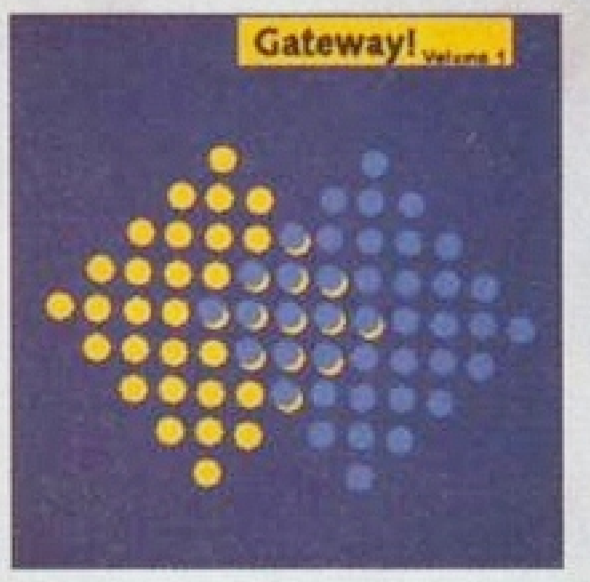
LIGHT ROM 2

The LIGHT ROM 2 CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave rela- ted text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



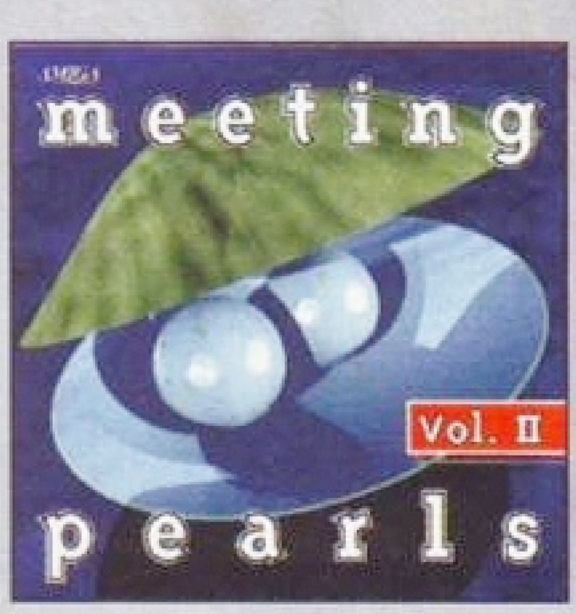
da capo

The da capo CD-ROM is a source for high-quality music, both for listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules. Many modules and samples are exclusively to da capo. Included are more than 1400 of the best available modules and 2000 high-qualioty samples. £27.95



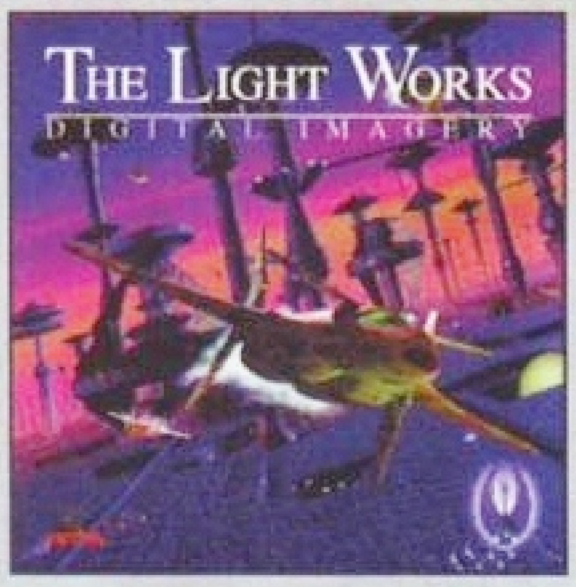
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



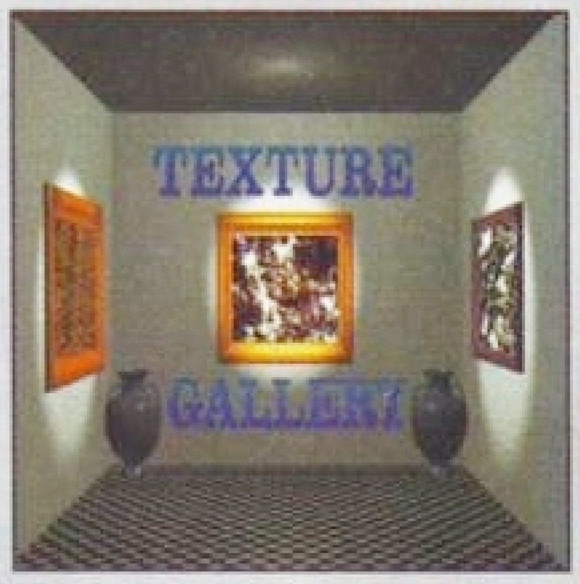
Meeting Pearls Vol. II

The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data -15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £29.95



Texture Gallery

Texture Gallery is a 2 CD-ROM set containing over 1.3 gigabytes of textures designed for graphic artists. Included are hundreds of 24 bit textures in several different formats, including IFF, TARGA, JPEG, PICT, SGI, and TIFF. These textures are perfect for use with 3D programs like LightWave 3D and can be used to create bump maps. All of the textures are represented in thumbnails renderings for easy previewing. £44.95

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Sound blaster!

Last month we gave you advice on how to go about getting a recording contract for your Amiga-generated music. Now we bring you the comprehensive guide to making music on your Amiga. We tell you what you need to start you off, we explain MIDI and how music on your Amiga works.

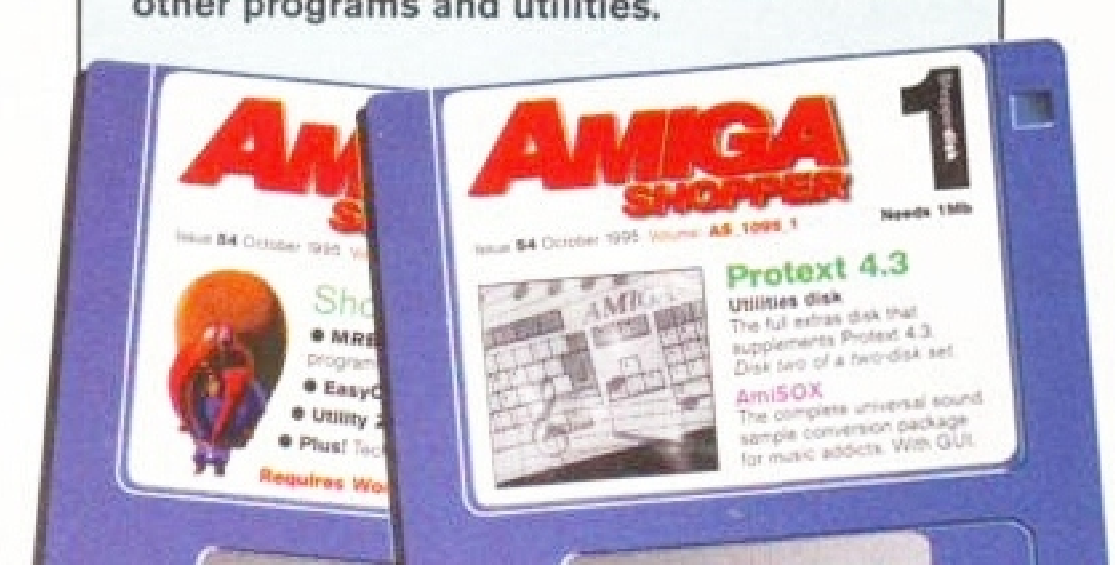
Amigas make it possible

We all know that the Amiga is the best multimedia computer in the known Universe and loyal users are sticking with the technology like glue. But why? We asked six of our regular writers to tell us why they use Amigas for their work and what their Amiga set-up is. We also asked them what features they think that Amiga Technologies need to include in their new Amigas.

On the Coverdisks

Over 4Mb!

We gave you the Protext 4.3 Program disk on our September Coverdisk. Now we have the full Utilities disk to complete this excellent word processing program. The Utilities disk includes the dictionary and printer drivers, plus tutorials to help you get the most out of the program. Plus! ShopperChoice is stuffed full of loads of other programs and utilities.





Competition



Enter our AIWA competition this month and you could win one of two AIWA ACD-300 CD-ROM drives or one of three sets of AIWA SC-C55 multimedia speakers. All you have to do is answer five questions and send in your answers on a postcard.

Piece of cake!

October issue **54.** On sale Tuesday, **22nd August**

EPIC MARKETING
CD ROM SOFTWARE

Emulators Unlimited contains Software emulation tools for the Amiga & PC. Spread over the two platforms are emulators for: Apple, BBC, Commodore 64, Commodore VIC20, Amstrad CPC, Apple Mac, Gameboy, Atari ST, MSX, Apple200, Atari 800, Atari1040ste, Sinclair QL, Unix and more. Also features hundreds of games, tools and demos for use with most of the emulators.

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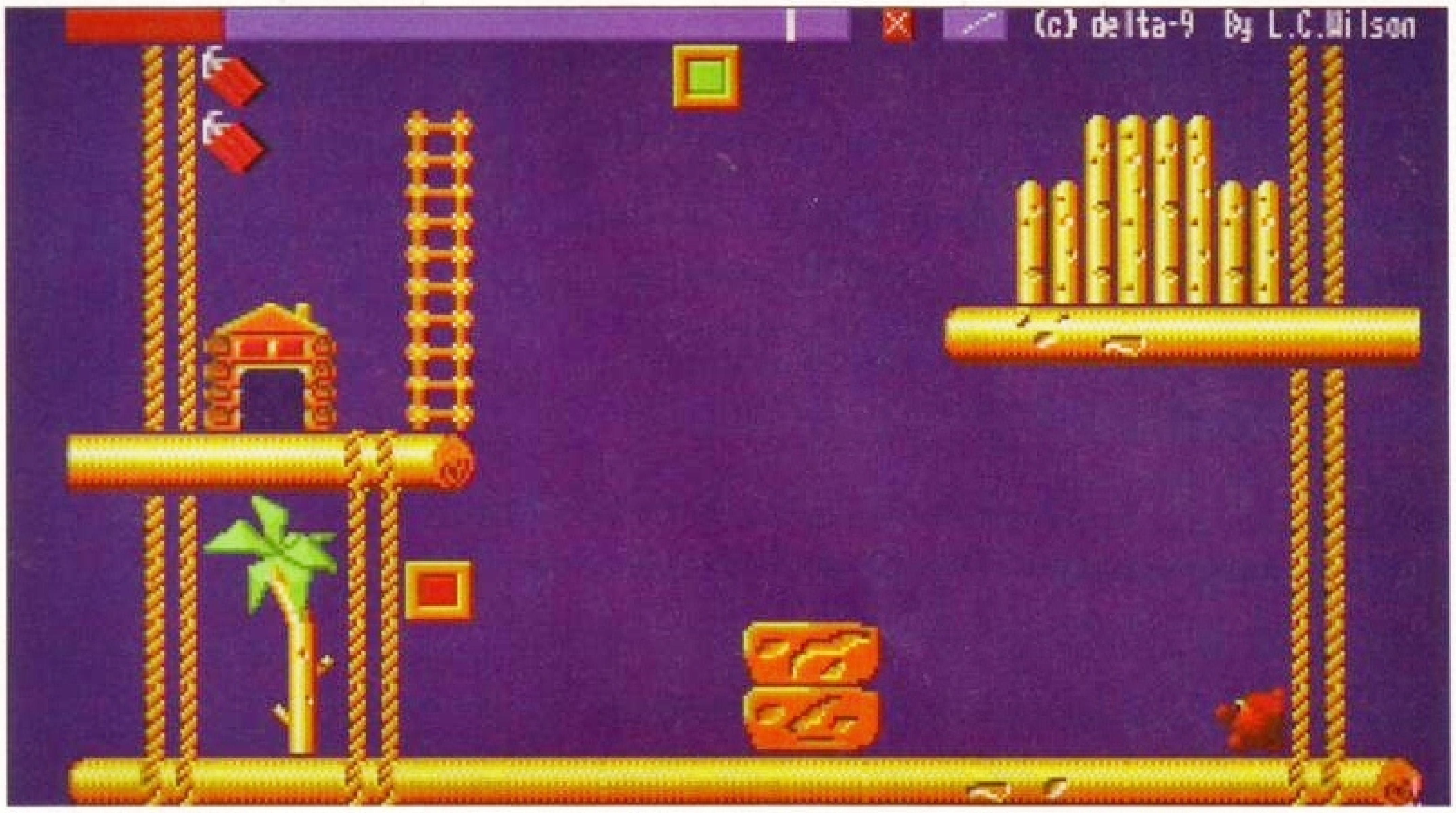
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PD Select

GONKS

GAME

By	*Delta 9*
Ware Type	*Licenceware*
PD Library	*F1 – Licenceware*
No of Disks	*One*
Price	*£3.99*



Fans of Lemmings, Troddlers, and Lost Vikings will find *Gonks* to their liking. As did I.

After initially loading the game up, not reading the instructions and *eventually* working out what was going on, I found myself addicted with the insane intensity of an over-worked rat in a treadmill on a caffeine drip; I desperately wanted to stop, but the game kept feeding me and feeding me and feeding me...

The aim of the game is to move various bits of scenery around a screen within a set time-limit. When the limit is up, the eponymous Gonk sets off towards the exit. If you've moved the screen furniture into the proper place, the Gonk will succeed in his exiting quest and you can move on to the next level.

Blocks, stairs and dynamite all have to be utilised in a logical, tangential, lateral manner. Despite the desire not to sound as if I'm sitting on the fence – if this is the sort of game you like, then you'll like this sort of game.

Graeme Sandiford dismissed it as dull, dull, dull, whereas I had to be dragged away from the office by burly, white-uniformed men, sporting funny-tasting sugar cubes, screaming, "No, let me go; I know how to do that level now. Just one more go". I'm currently writing this review in D-Wing as aversion therapy.

GONKS: OK, I know that the dynamite has to be used to blow up the blocks in front of the Gonk, but then what.

RESERVOIR DOGS

SLIDESHOW/ANIMATION

By	*Brazzle Atkins*
Ware	*Freeware*
PD Library	*17 Bit, various*
No of Disks	*4*
Price	*Varies on PD House*

OK. Copyright problems aside, this hybrid animation/slideshow of *Reservoir Dogs* is something I'd like to see more of in the pages of PD Select; albeit, slicker and tighter in the presentation department.

Reservoir Dogs is a cult icon of cut and paste directing-techniques, based on film noir with a little bit of Quentin Tarrantino's personality mixed in for good measure.

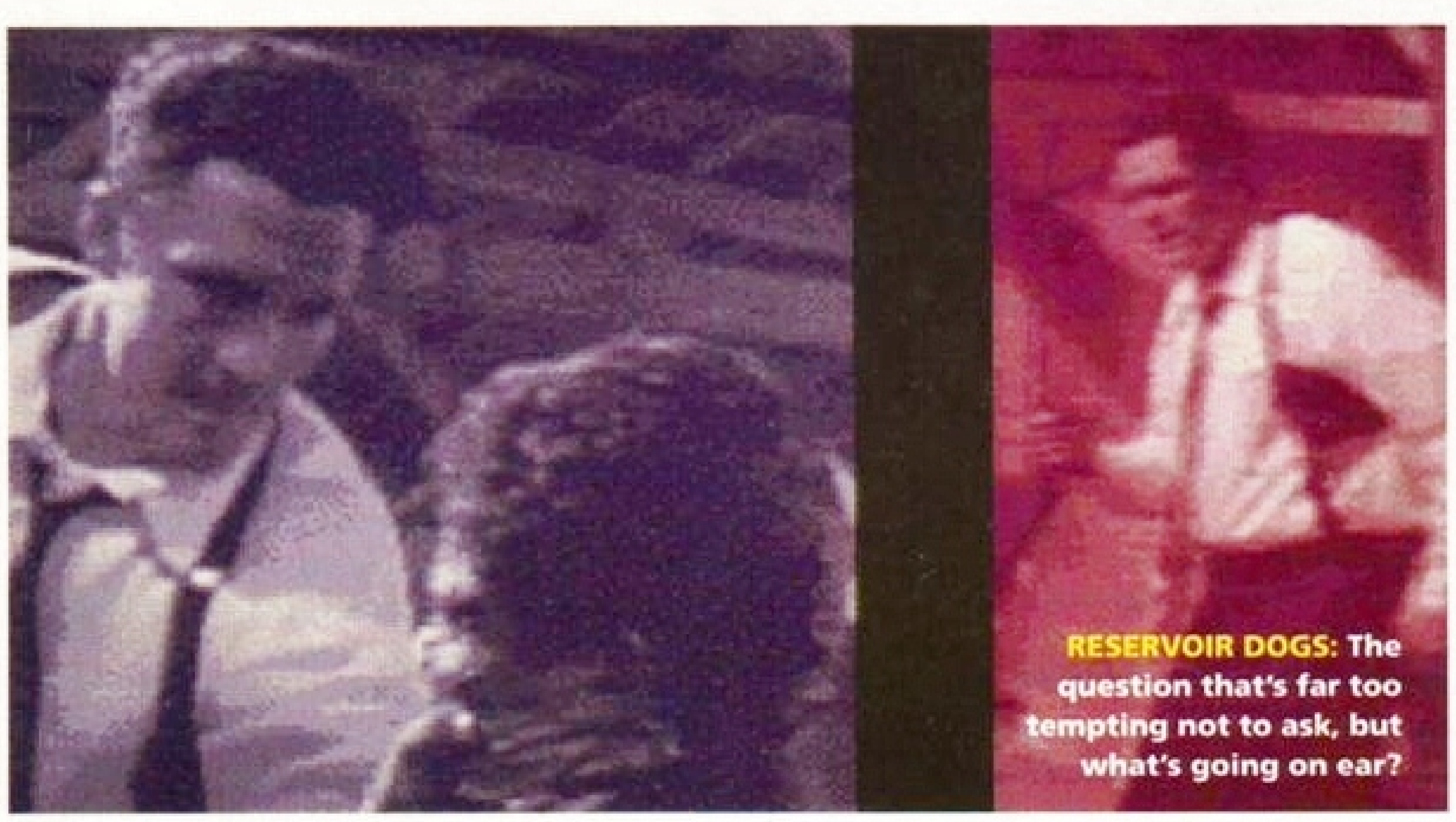
This animated slideshow of the film, put together by the unlikely-sounding Brazzle Atkins, tries to pay tribute to Quentin's master piece, but fails. Not miserably, but he fails.

For a start, considering the technical limitations it's working within – created with Deluxe Video 3, a Vidi 24RT, Future Sound, and DPaint IV – it lasts too long at just a smidgen over five and a half minutes. There are far too many digitised, static pictures and not enough action.

A couple of parts that work

Continued overleaf ➡

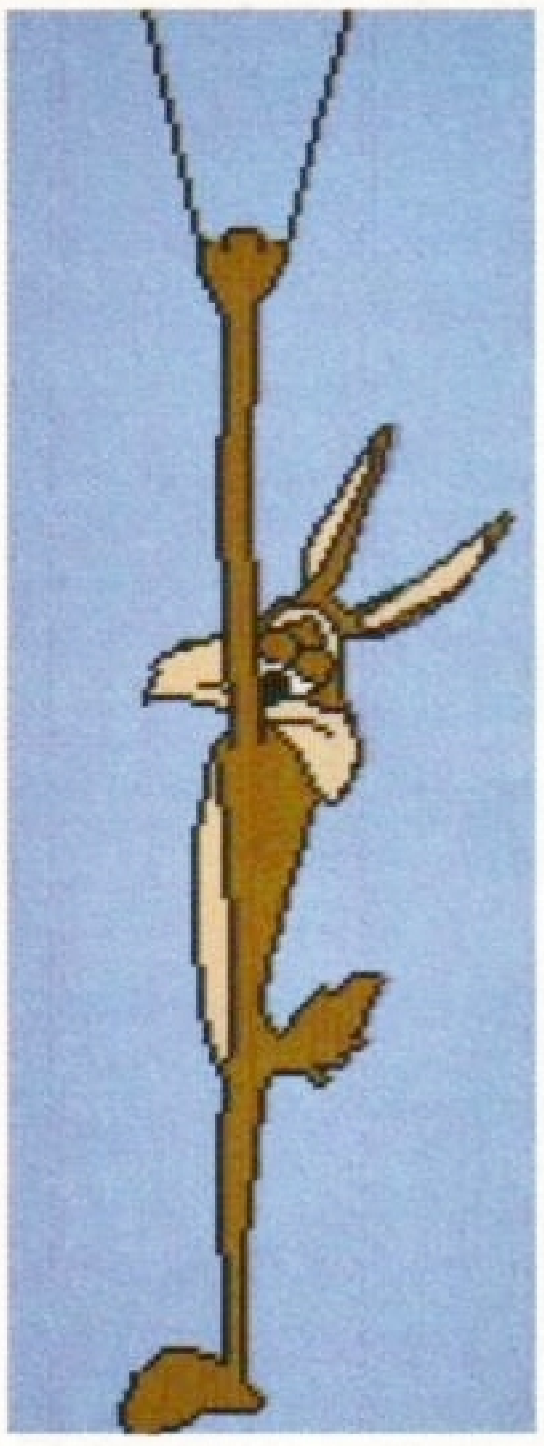


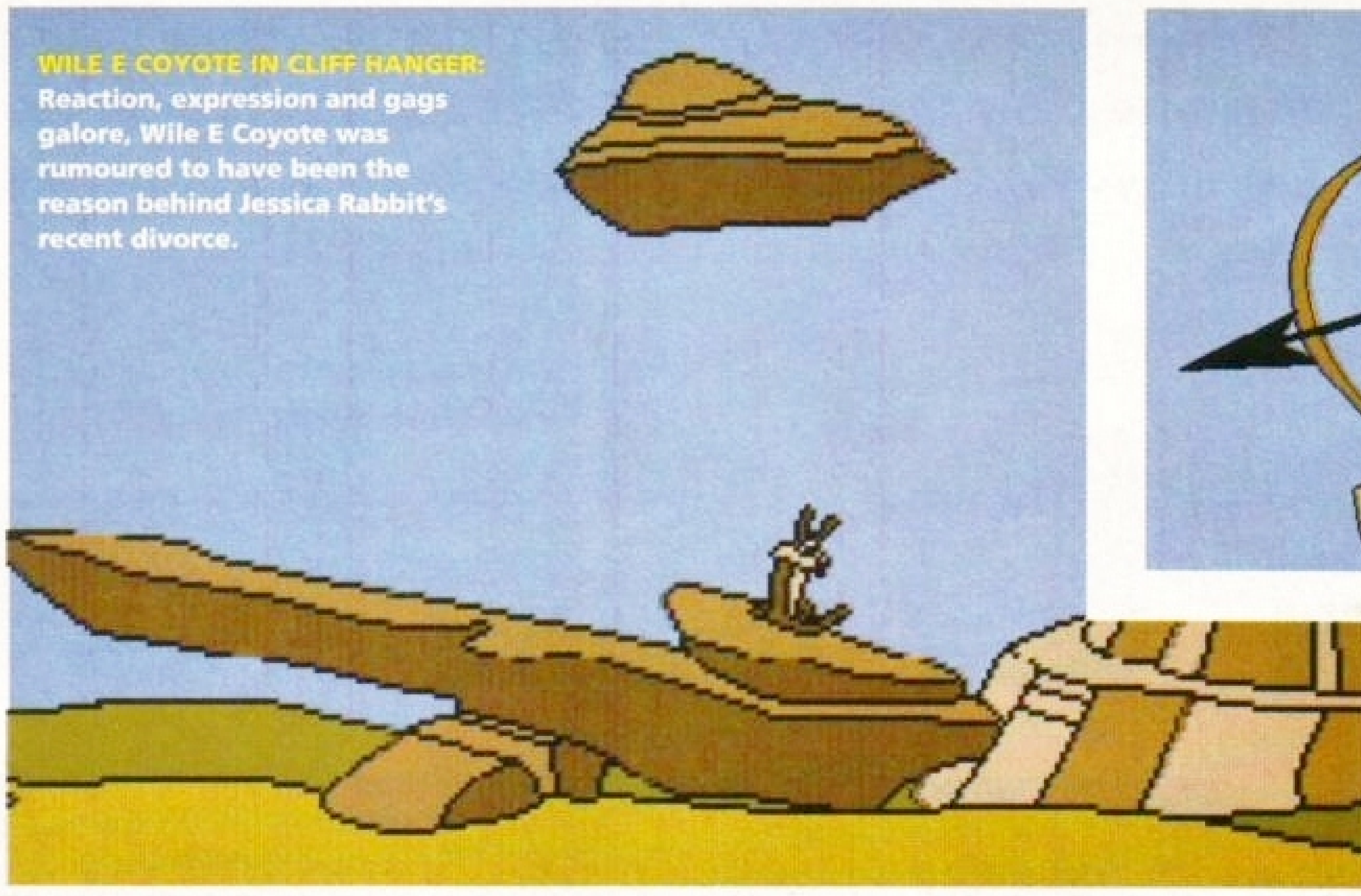


RESERVOIR DOGS: The question that's far too tempting not to ask, but what's going on ear?

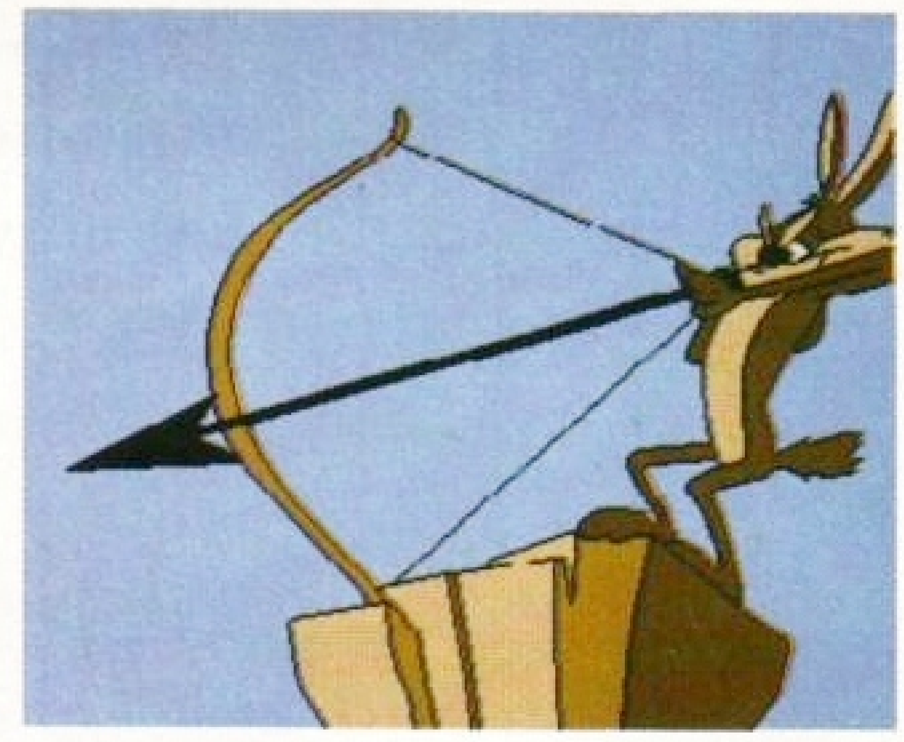


RESERVOIR DOGS: Mr Pink had a radical strategy for discouraging traffic wardens





WILE E COYOTE IN CLIFF HANGER: Reaction, expression and gags galore, Wile E Coyote was rumoured to have been the reason behind Jessica Rabbit's recent divorce.



WILE E COYOTE IN CLIFF HANGER: A recent, full-length, explicit animation, featured in Channel 4's Fourmations. The artist in question used an accelerated Amiga 1500.

really well are the sequences that split the screen; show quick jump-cuts between scenes; and loop particular sequences in an amusing manner.

In case this isn't clear enough, let me explain. The infamous scene where Mr Blond cuts the ear off of the unfortunate captured policeman sees the screen split in two.

On the left side, the still pics cut quickly between the various views of the whole scene; Mr Blond laughing; the cop screaming in agony; etc.

Meanwhile, on the right-hand side, Mr Blond's infamous dance loops continuously and produces a highly humourous effect.

So, in all, nice try, but no cigar. Anyone who's created something similar that auto-boots, send it in to PD Select. Who knows, you might make yourself famous.

WILE E COYOTE IN CLIFF HANGER

ANIMATION

By ________ *Chrome*
Ware ________ *Freeware*
PD Library ________ *Mon PD*
No of Disks ________ *One*
Price ________ *£1 plus 50p p&p*

One pound and fifty pence is a lot to pay for less than thirty seconds of entertainment. Even if it is of a high-ish, but ultimately plagiarised quality.

A three hour video cassette can be picked up for around £1.99 in the shops. Television continuously broadcasts all manner of cartoons that are readily recordable on previously bought video cassettes.

Bearing that in mind, this animated sequence is hilarious. In its short lifespan, no less than 10 gags make an uninhibited appearance. The pace, character and expressions of Wile E are comical in extreme. If you're feeling generous and want to take a closer look at each frame of animation, check out this disk.

KLONDIKE 3

GAME

By ________ *Reko Products*
Ware ________ *Shareware*
PD House ________ *Sadeness PD*
No of Disks ________ *Three*
Price ________ *£1 per disk plus 50p p&p*

Everyone knows about *Klondike*, the cult card game of champions. Or, at least, it is for those who like a game of patience to pass the time.

Klondike's been featured in the pages of so many Amiga magazines that you may be wondering why another mention is forthcoming.

Simple really, the card set is so eerily beautiful, it has to be seen and played with for a bit. Lifted from Tim Burton's The Nightmare Before Christmas, every card features a character or characters from the film.

As such, it makes the game look attractive – much more fun and a lot less mess than playing with real cards.

If you've ever fancied having a go at making your own sets, then you can. A utility is supplied with the requisite support files.

Despite the fact that certain card sets shouldn't be rewarded with a shareware fee (Nightmare Before Christmas isn't copyrighted or licensed to Reko Products), *Klondike 3* is still worth getting hold of.

SUN

SLIDESHOW

By ________ *TRSI*
Ware ________ *Freeware*
PD House ________ *Freestyle PD*
No of Disks ________ *Two*
Price ________ *£1 per disk plus 50p p&p*

In general, slideshows are as much fun as filing your nails when there's no nail left to file.

A magnificent exception to this maxim is the *SUN* slideshow from the Polish branch of TRSI. Here we have a stunning collection of nine outstanding images, accompanied to a backdrop of an Enya sample.

The sound complements the visuals and gives the presentation an almost mystical, metaphysical touch. Check out the accompanying grabs on this page to see for yourself how good the images really are.

After all of the pictures have been looked at by the user, a little video jukebox appears that lets you select whichever of the images takes your fancy. A nice idea that saves the bothersome time of having to continually click the mouse to reach the desired image.



KLONDIKE 3: Using last month's card set convertor, non-AGA owners could also use this beautiful card set.



KLONDIKE 3: Mary Ellen never quite adjusted to the real world after having been sacked from the Waltons.



KLONDIKE 3: Makes it easier to convert older card sets and create your own from scratch. The authors stated within a document file that feedback was encouraging.

PD Selection of the month

MASTER BLASTER

GAME

By ___ *Alpha Brothers*
Ware ___ *Freeware*
PD House ___ *Southern Software*
No of Disks ___ *One*
Price ___ *£1 plus 50p p&p*

Up to five players can take part in this truly excellent Dynablaster-clone. It's the ultimate in sociability while anti-socially blowing up your friends and family.

This is one of those rare games that everybody seems to enjoy playing. Even when they're not very good at it. Sue Grant, Editor of sister magazine *Amiga Shopper* continually pestered me to play the game.

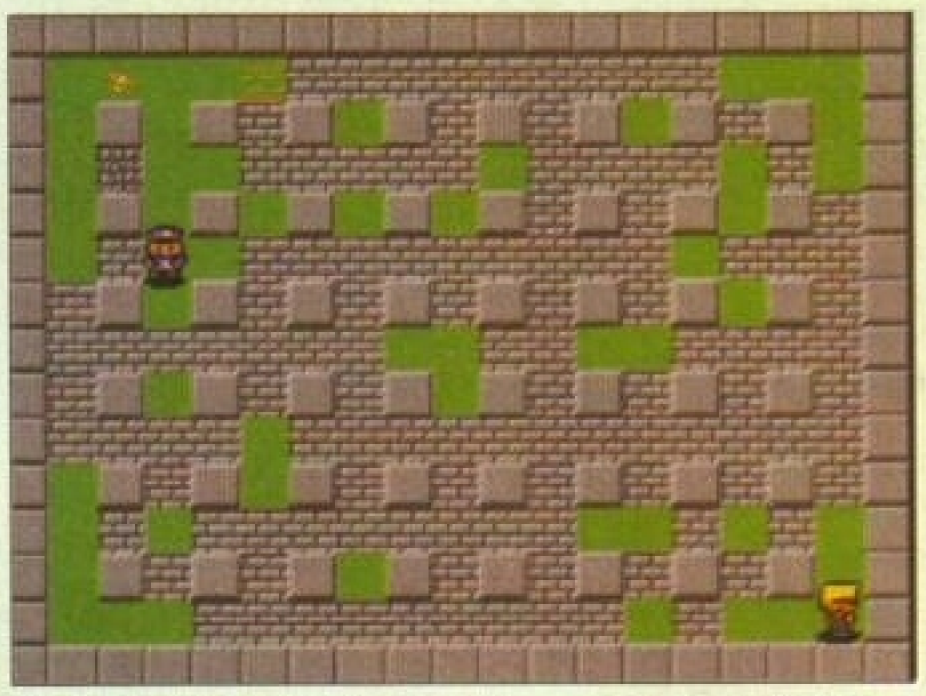
Originally from a Nintendo magazine, she continually compared it to Super Bomberman on the SNES. Usually, her comments ranged from what she preferred about Super Bomberman – differences in power-ups and backgrounds, and the the size of the arena – to what she didn't like about *Master Blaster*, the betting shop and the Wheel O' Fortune.

While her comments were mostly valid, the one thing she didn't take into account was that a brand new version of Super Bomberman on the SNES would cost around the £50 mark.

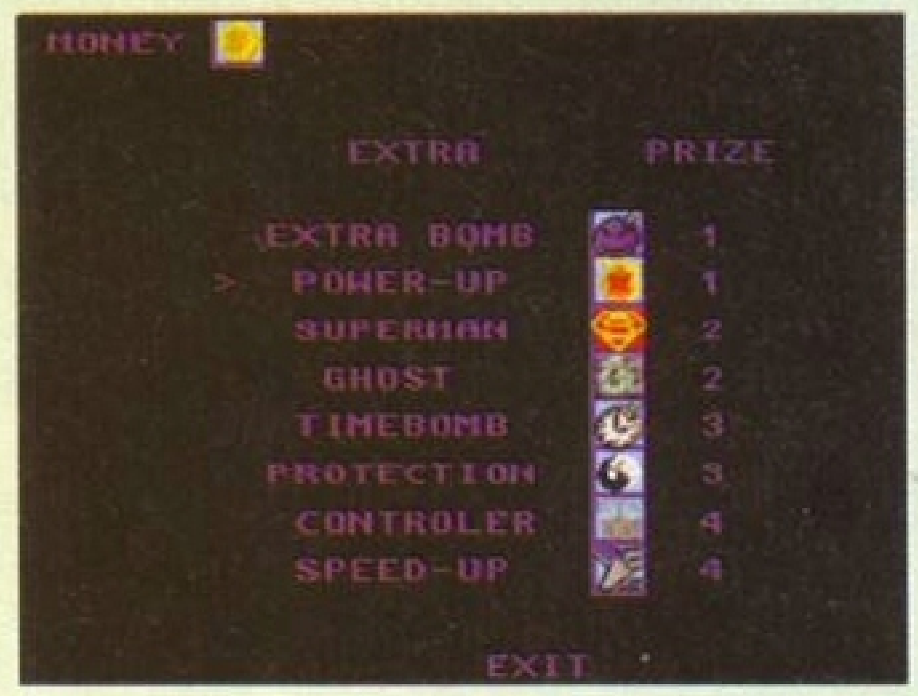
And if you wanted to play with five players, the multi-tap unit required to host the extra would cost around another £50. Yet *Master Blaster* sets you back the price of a disk and a postal charge. A four-player parallel port adaptor can be picked up for just under a fiver, or you can even opt to make it yourself.

Take this into consideration the next time you feel like a game of Super Bomberman. *Master Blaster*, while limiting in certain respects still represents some top-screaming and cursing fun.

Oh, and although it's freeware, if you really like it, send some money to the Alpha Brothers and ask them to put in some more levels and add some more power ups. They'll make a fortune.



MASTER BLASTER: "It's Bomberman," squealed Sue in delight. Four hours later, she eventually stopped.



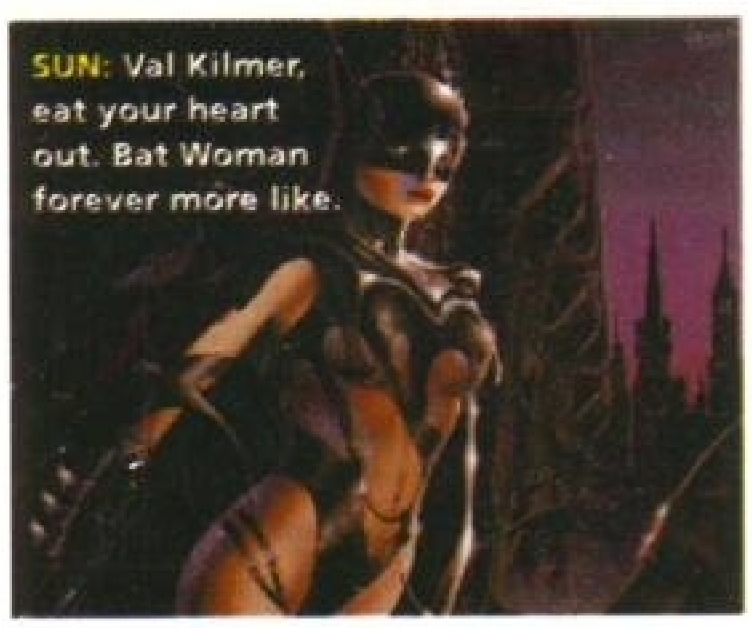
MASTER BLASTER: Collect coins during games and you can buy power-ups before the next contest.

Recommended to all, although the price of £2.50 is almost half way toward a book with several images of a similar quality. Bear it in mind.

SKIDMARKS2 – MORE CARS

UTILITY

By ___ *Andrew Bolt*
Ware ___ *Freeware*
PD House ___ *17 Bit Software*
No of Disks ___ *Two*
Price ___ *£1 per disk plus 50p p&p*



SUN: Val Kilmer, eat your heart out. Bat Woman forever more like.

One of the many elements in Super Skidmarks2 that ensures longevity is the ability to customise Sound FX for the car engines and the beeping of the horns, and the ability to create your own car models from scratch.

It's not quite as easy as it sounds, though. For a start, to create new models of cars, the 3D ray tracing package, Imagine, is needed. Competence with the tools therein and a reasonable artistic bent are also somewhat necessary. But practice can certainly improve the quality of any output.

And Andrew has certainly put in a lot of practice. There are four new models of cars on two disks: a jeep, a truck, a sports car, and a bloke in a wheelchair.

The frames and the lighting on the models are nigh on perfect. Of the four models, the wheelchairs are undoubtedly the best. They look great while racing.

Installation is very simple, although the 'Installer' utility must be present in the C: directory of the floppy or hard drive. After a few minutes, full access to the new cars is gained.

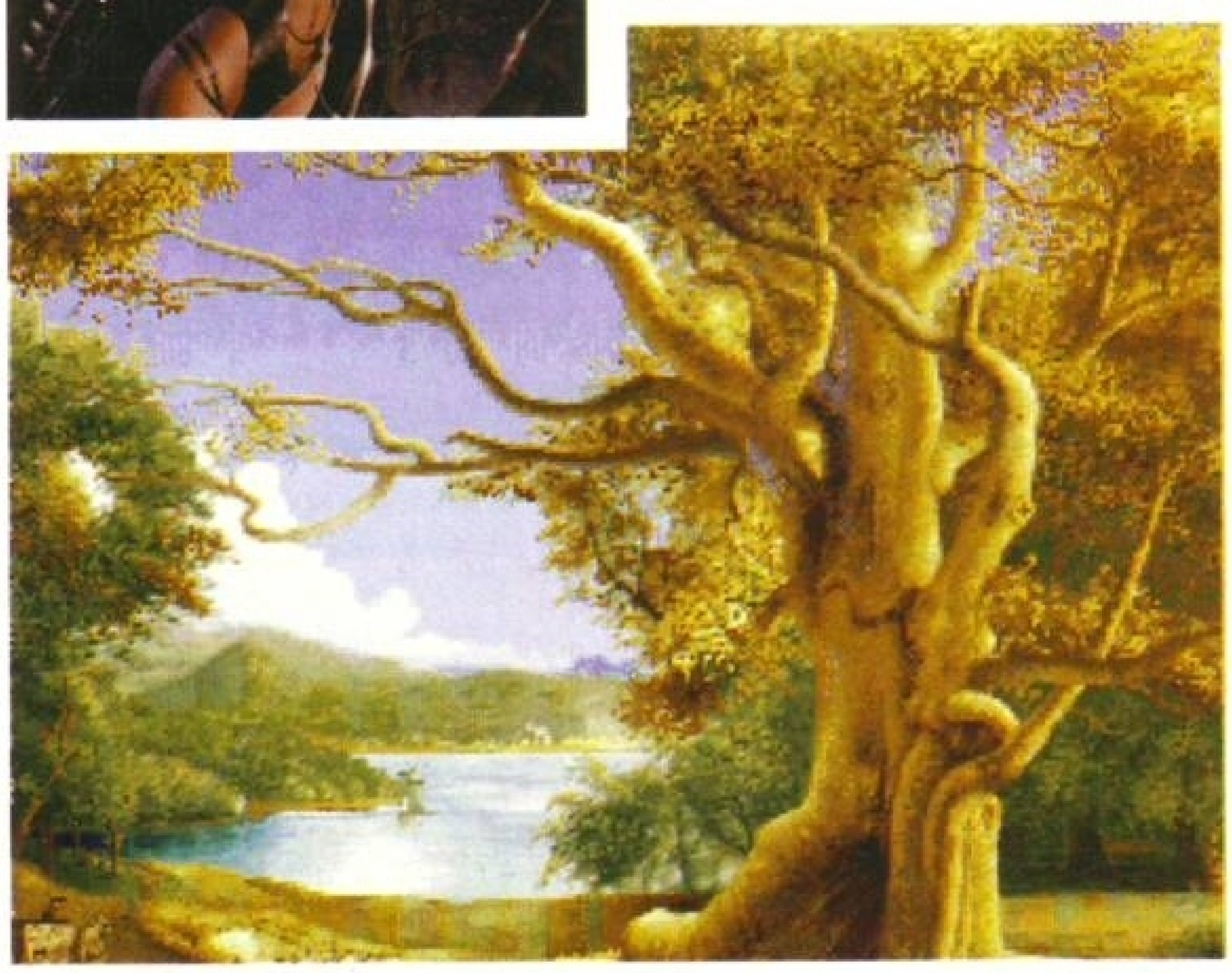
Andrew's also offering another twelve racing models, one of which won our *Imagine Built My Hot Rod Competition*, to fans of Super Skidmarks for a modest fee.

Highly recommended. Anyone who thinks they can do better, send

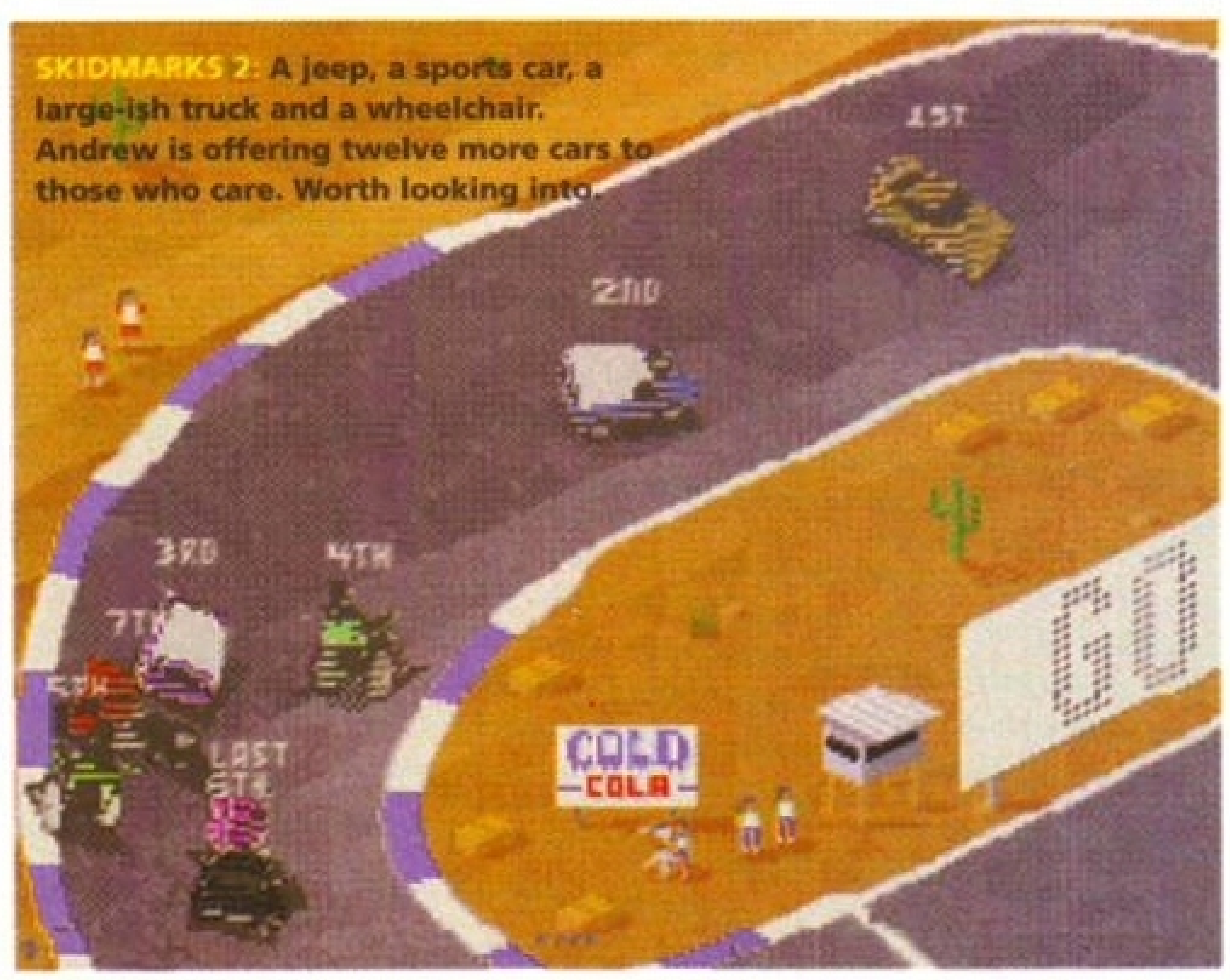


SUN: Staggeringly beautiful, *SUN* is a testament to the talent of TRSI (Poland).

Continued overleaf ➡

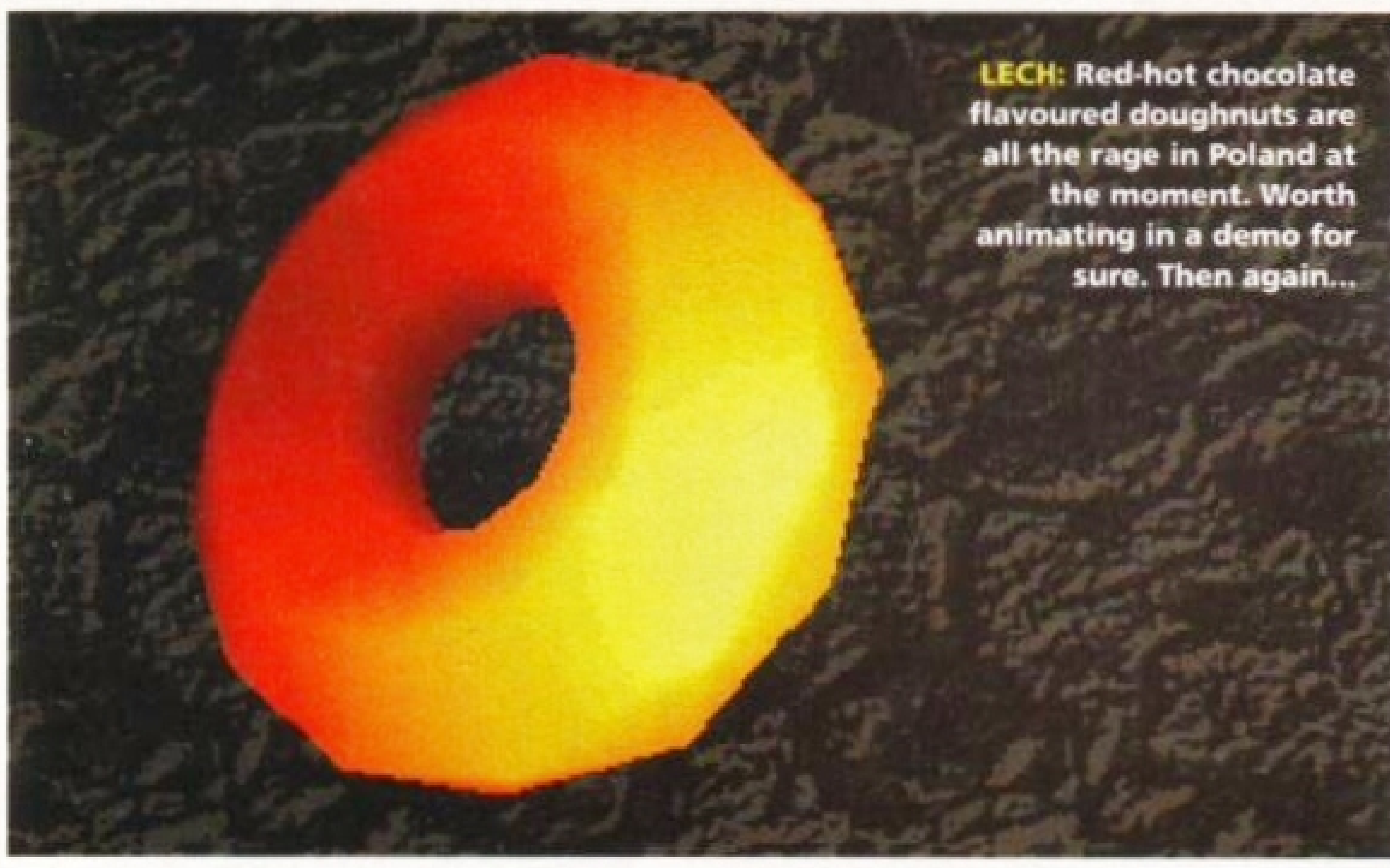


SUN: A gallery-winner any day of the month; the shading and use of colour in this image has to be seen to be believed. So, take a look now and believe if you dare.

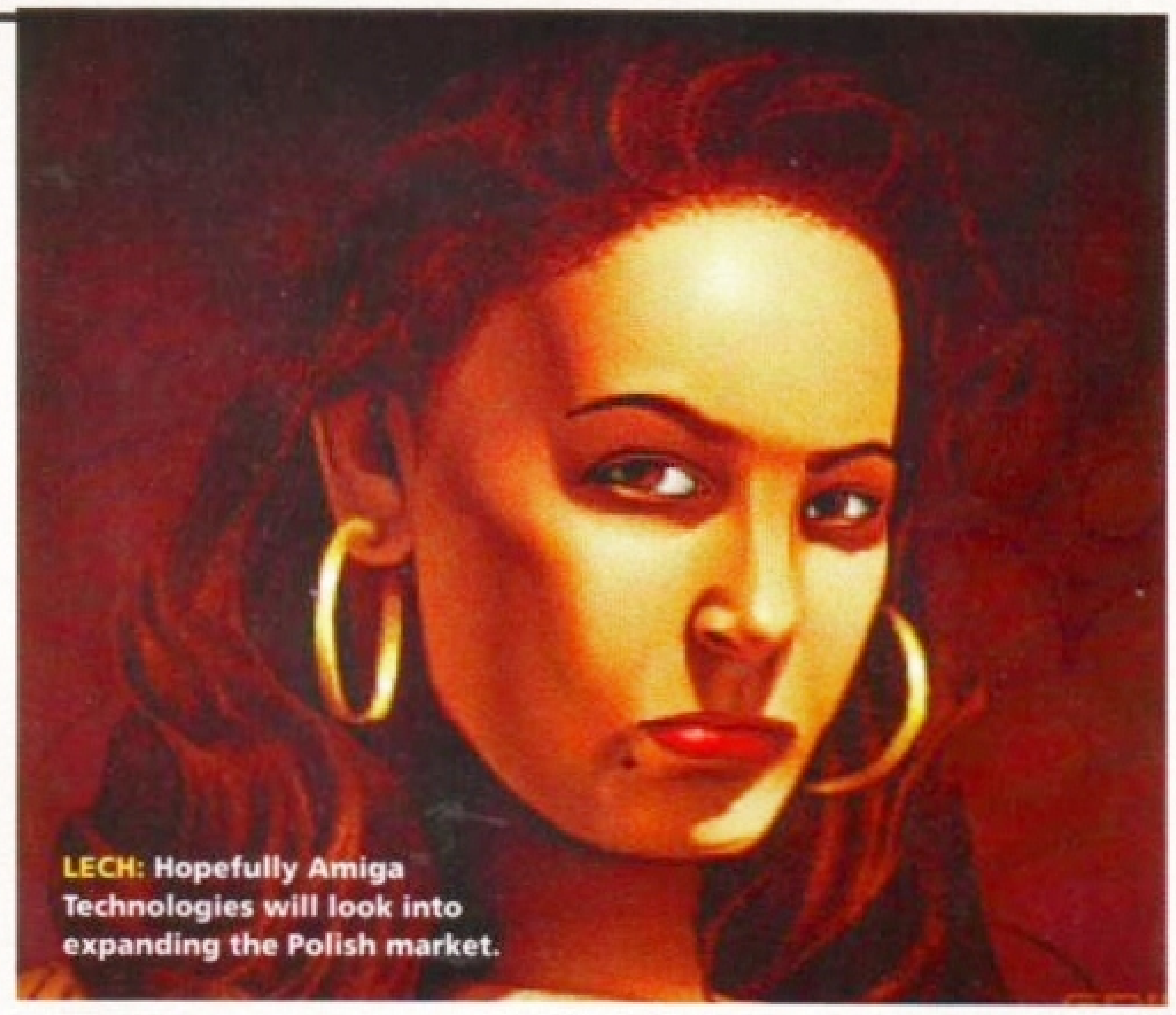


SKIDMARKS 2: A jeep, a sports car, a large-ish truck and a wheelchair. Andrew is offering twelve more cars to those who care. Worth looking into.





LECH: Red-hot chocolate flavoured doughnuts are all the rage in Poland at the moment. Worth animating in a demo for sure. Then again...



LECH: Hopefully Amiga Technologies will look into expanding the Polish market.

your cars to us and mark the envelopes "Skidmarks2 Cars."

MALEDICTION

GAME

By	*D'Heeger*
Ware	*Shareware*
PD House	*17 Bit Software*
No of Disks	*Two*
Price	*£1 plus 50p p&p*

Fans of Dungeon Master and first-person-perspective, role-playing games will be pleased to hear that *Malediction* has all the core elements of an enjoyable, if limited by the genre, dungeon romp.

Selectable characters and customisable parties are open to the gamer's choice. The usual mechanics of seeking and keeping various potions, spellbooks, weapons and fighting assorted monsters are in here.

What's slightly different, though, is the block-mapping of the environment. It means that, rather than moving in 90 degree rotations, you can move in small increments at a time throughout the full circularity of a 360 degree motion.

Of course, having this occur at an acceptable frame rate means that compromises have to be made. Owners of non-accelerated A1200s are catered for with a small window, whereas anyone else can have the larger window run at an acceptable rate. It's not perfect, but, then again, what is?

Written in Blitz Basic 2, *Malediction* is as good a shareware game as any. It could have been 'prettified' at the cost of speed. D'Heeger opted for a fast-playing, dungeon explore-'em-up and deserves some sort of reward for the effort put in. What's more, if you like what's on offer here, registering rewards you with the full game.

LECH

DEMO

By	*Freezers*
Ware	*Freeware*
PD House	*Freestyle*
No of Disks	
Price	*£1 plus 50p p&p*

We haven't featured a demo in PD Select for a while. Despite the technical trickery, there still isn't a great deal to get excited about in terms of presentation.

The argument runs that the technical difficulty and fluid execution of demos is all that counts. I suppose that's true, especially when you're looking for a programming job or something.

Lech is as technically accomplished as they come. There are some truly lovely bits when a Doom-style dungeon is entered, travelled through and exited. Each time an exit is made, various routines where oddly-shaped 3D objects, both texture-mapped and colour-cycled, strut their stuff and disappear.

Furthermore, *Lech* has been coded by Polish group Freezers. The music is an accomplished techno rant and it fills in the gaps competently.

But not *once* throughout the whole demo was there anything to get excited about. So, in the words of a connoisseur wine taster, this demo is fruity and sassy, but lacks body essence to sustain any entertainment value.



MALEDICTION: Select the characters you think will see you through safely.



MALEDICTION: "Aye aye, what's all this I 'ear about dungeon adventurers trying to disturb my beautiful underground home" said the demonic dungeon denizen.

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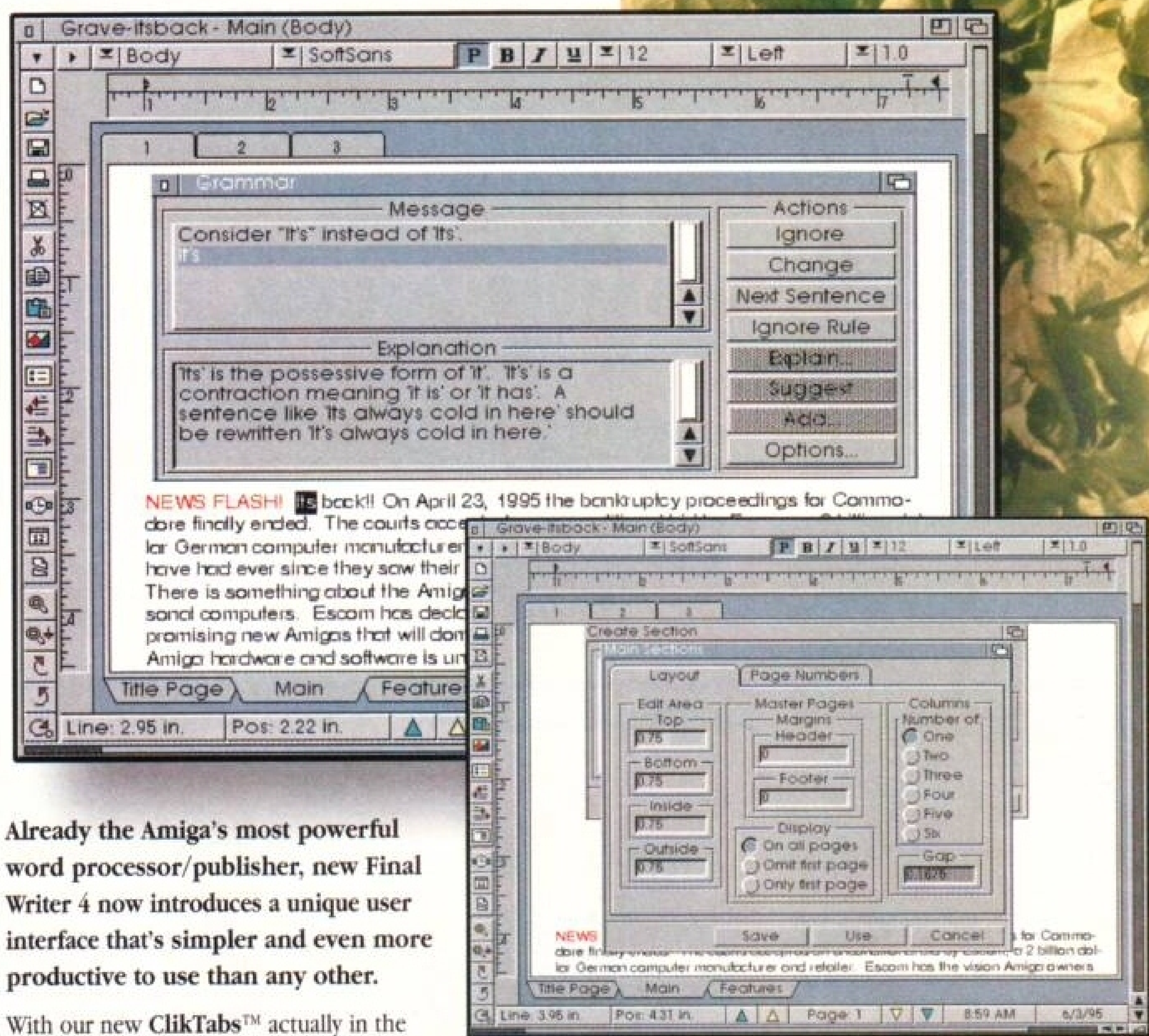
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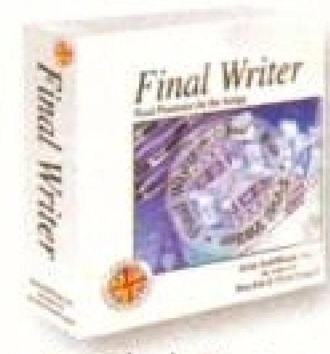
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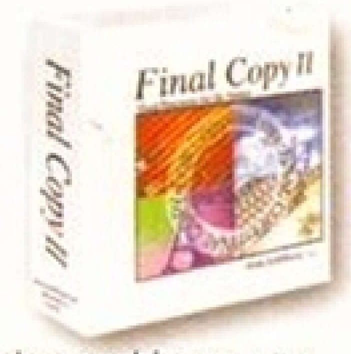
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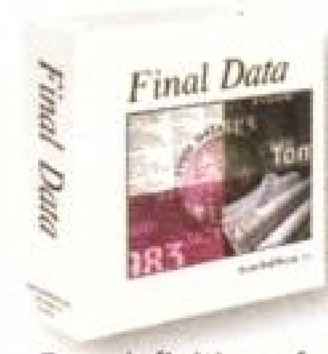


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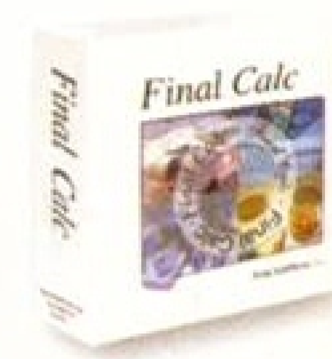
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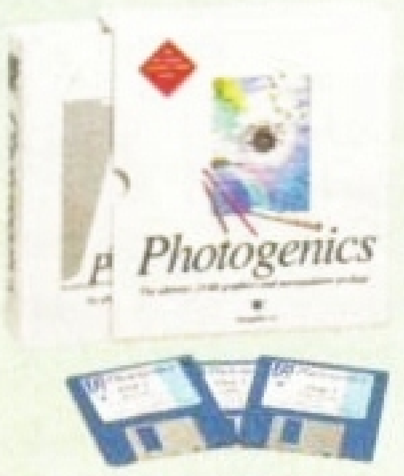


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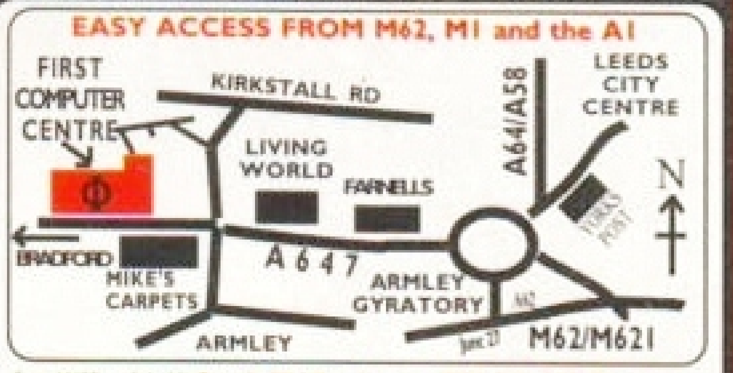
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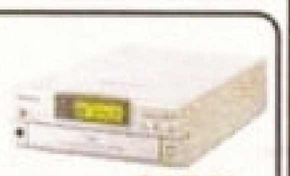
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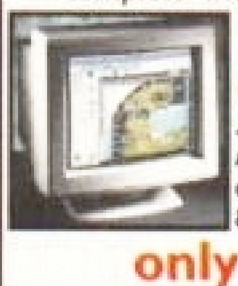
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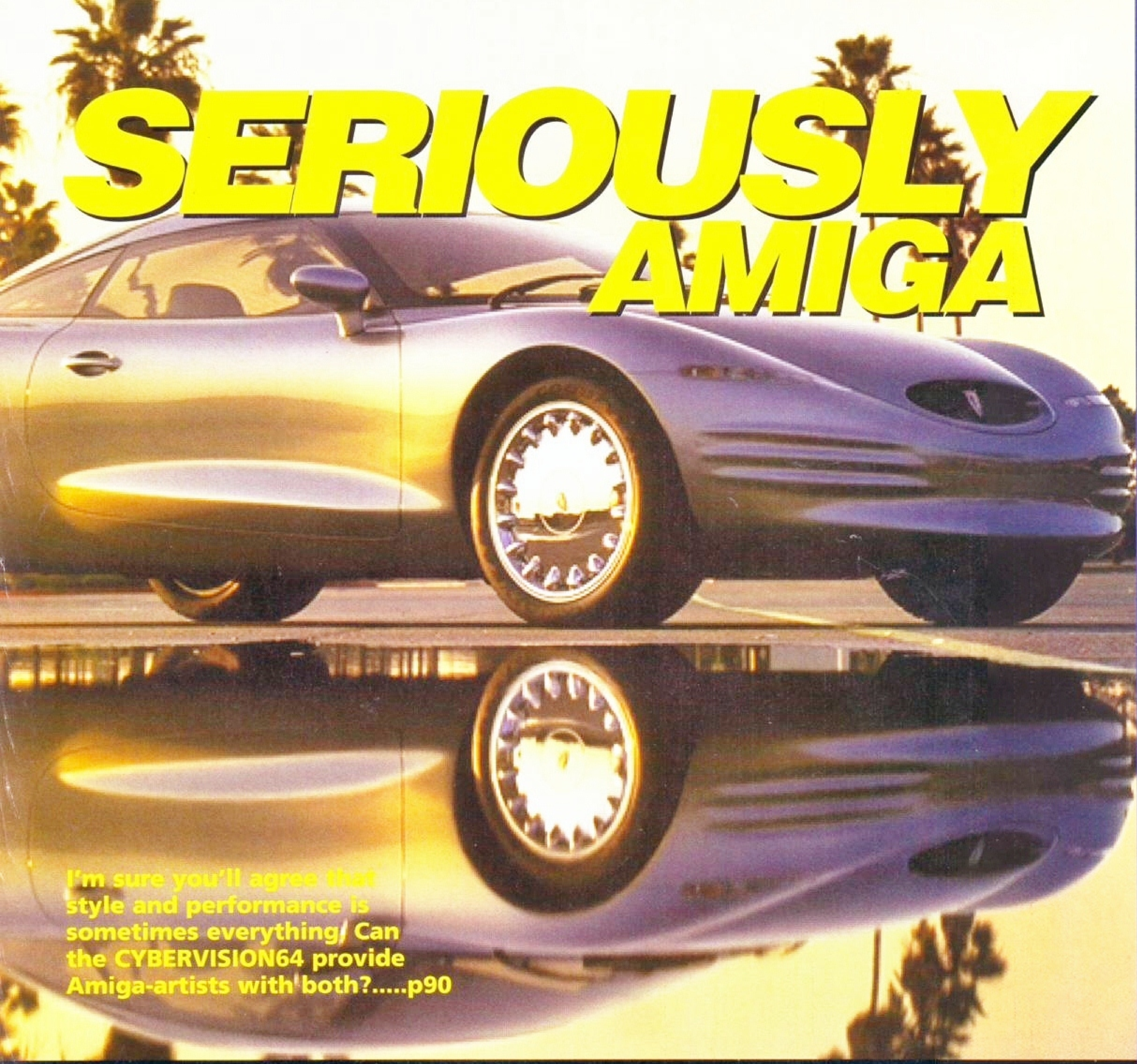
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SERIOUSLY AMIGA

I'm sure you'll agree that style and performance is sometimes everything. Can the CYBERVISION64 provide Amiga-artists with both?.....p90

AMIGA FORMAT



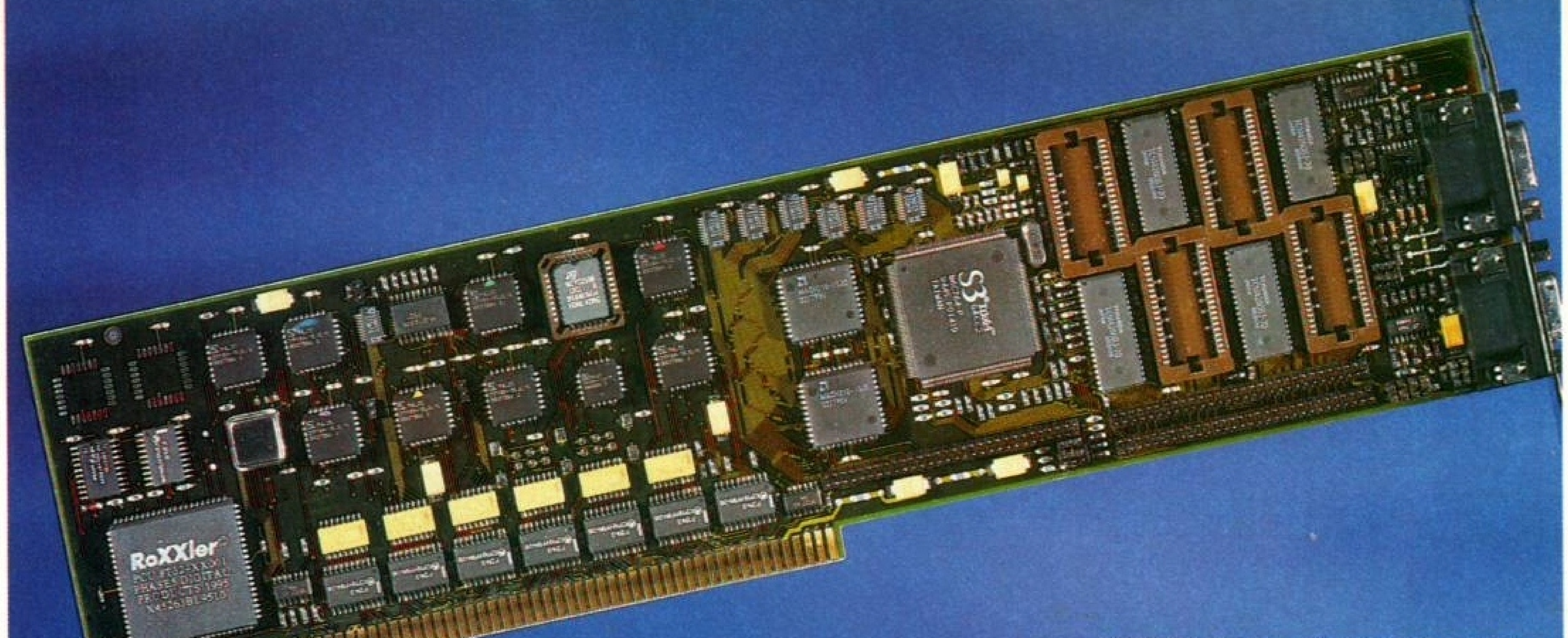
HAIR-RAISING SPEED

We all know how wonderful the Amiga is at creating fantastic images, but even the Amiga's graphics chipset can do with a helping hand when displaying these images. The CYBERVISION64 graphics card/accelerator comes from the same stable as the Cyberstorm and Blizzard, but does it bear the same hallmarks of quality and innovation?

If you are consistently running out of hard disk space, or just want to join the CD-revolution, then my round-up of new storage devices will point you in the right direction. We also take a look at a new SCSI Interface for the A1200 that fits internally, the latest version of *Scala MM*, the Pro version of *Technosound Turbo* and a program that puts hairs on your *LightWave* objects.

Graeme Sandiford

REVIEWS



CYBERVISION64 is of an extremely high build-quality and fits snugly into your machine, without the need for excessive force.

Cybervision64

This obscenely fast graphics card/accelerator has put a radiant smile on Graeme Sandiford's face all month. And, I can tell you, that is a very rare occurrence, so it must be good. Very good indeed!

The human eye is truly a marvel – it is capable of perceiving minute variations in colour and has a visual resolution far superior to any man-made device. While this is all well and good in everyday life, it does make the life of a computer artist that much more difficult. How so?

Well, to create a believable and pleasing image, the computer artist often has to try to display an image that will appear real to the human eye. Computer-generated images cannot match the resolution of the eye, so images can therefore appear jagged. Because the human eye has such a vastly higher resolution than can be produced by a computer, the secret to producing realistic images is to provide extra colours. It is possible to create more shades of colour than the eye can distinguish between, and by clever shading it is possible to fool the eye into seeing a smoother and apparently more detailed image.

Although the Amiga's custom graphics chips, especially the AGA chipset, are capable of producing stunning images, the machine's display can be enhanced even more. Currently, the only way of doing this is to add a graphics card; they can provide you with more colours, higher resolutions, more graphics memory and faster graphics. The CYBERVISION64 is just such a beast – a graphics card/accelerator.

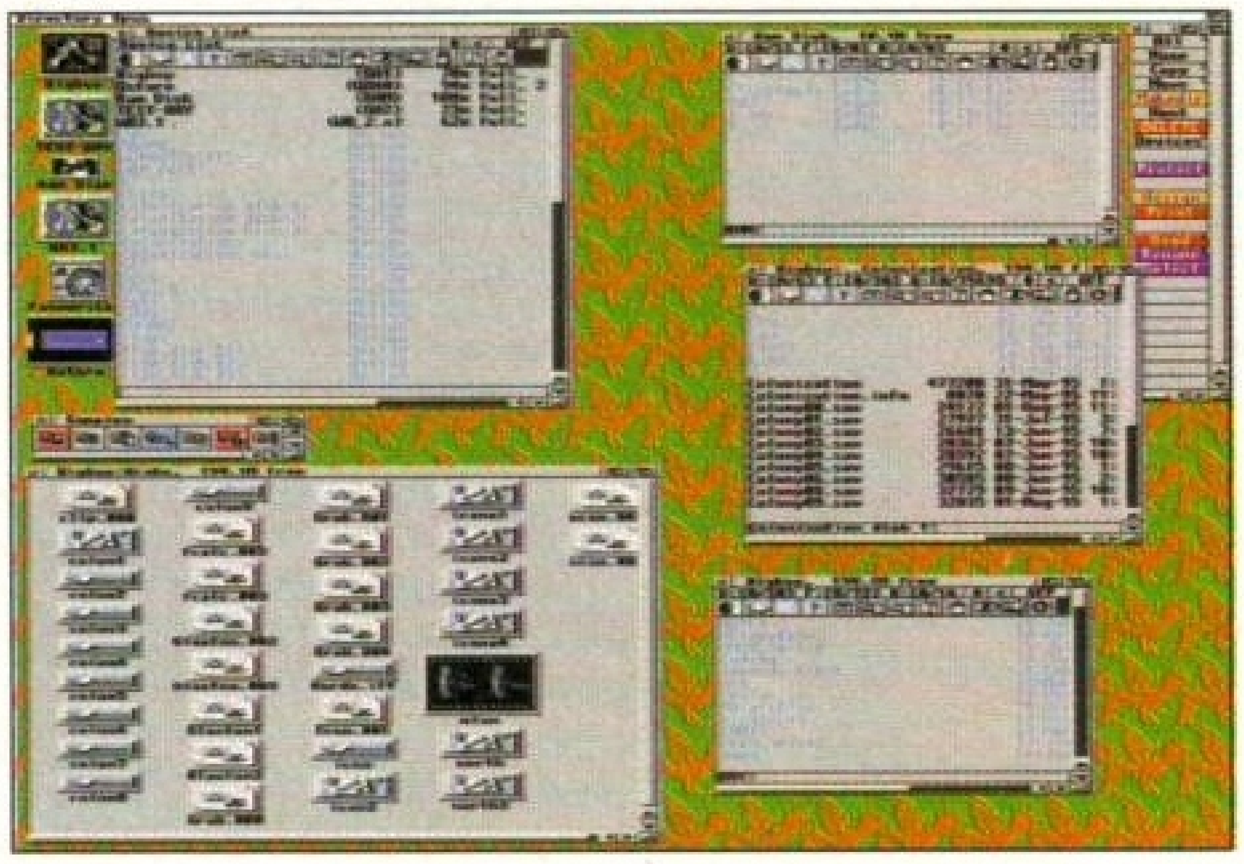
The CYBERVISION64 is manufactured by the German company Phase 5 Digital Products, the same company responsible for the excellent Cyberstorm 060, Blizzard 1230s and forth-coming Blizzard 1260s. As you might expect from such a company, a substantial amount of engineering-pride has gone into the CYBERVISION64. As a result, the board is of an extremely high build-quality and fits snugly into your machine, without the need for excessive force.

Installing the software necessary to run the CYBERVISION64 is likewise, on the whole, a fairly painless task. However, creating screenmodes that will work correctly with your monitor is a little tricky if you don't have the manual for your monitor. The reason for this is that no example monitor-drivers have been included, which means that you need to enter the frequencies that your monitor can handle without blowing itself up and removing most of your facial hair. Although this problem can be overcome fairly easily, it is still a pain in the neck.

In order to set the screenmodes you wish to use, you have to use a utility called CVMode. This enables you to specify a new monitor by entering values for your monitor's band-width and minimum and maximum horizontal and vertical frequencies. Once this information has been set, you can create new screenmodes by entering the mode's colour-depth and horizontal and vertical resolutions.

The software automatically works out which sizes are available for your monitor from the information provided about its minimum and maximum frequencies. Although it isn't covered well in the manual, the software includes a program called *NewMode* that can be used to promote the screenmode of certain programs to higher resolutions or colour-depths.

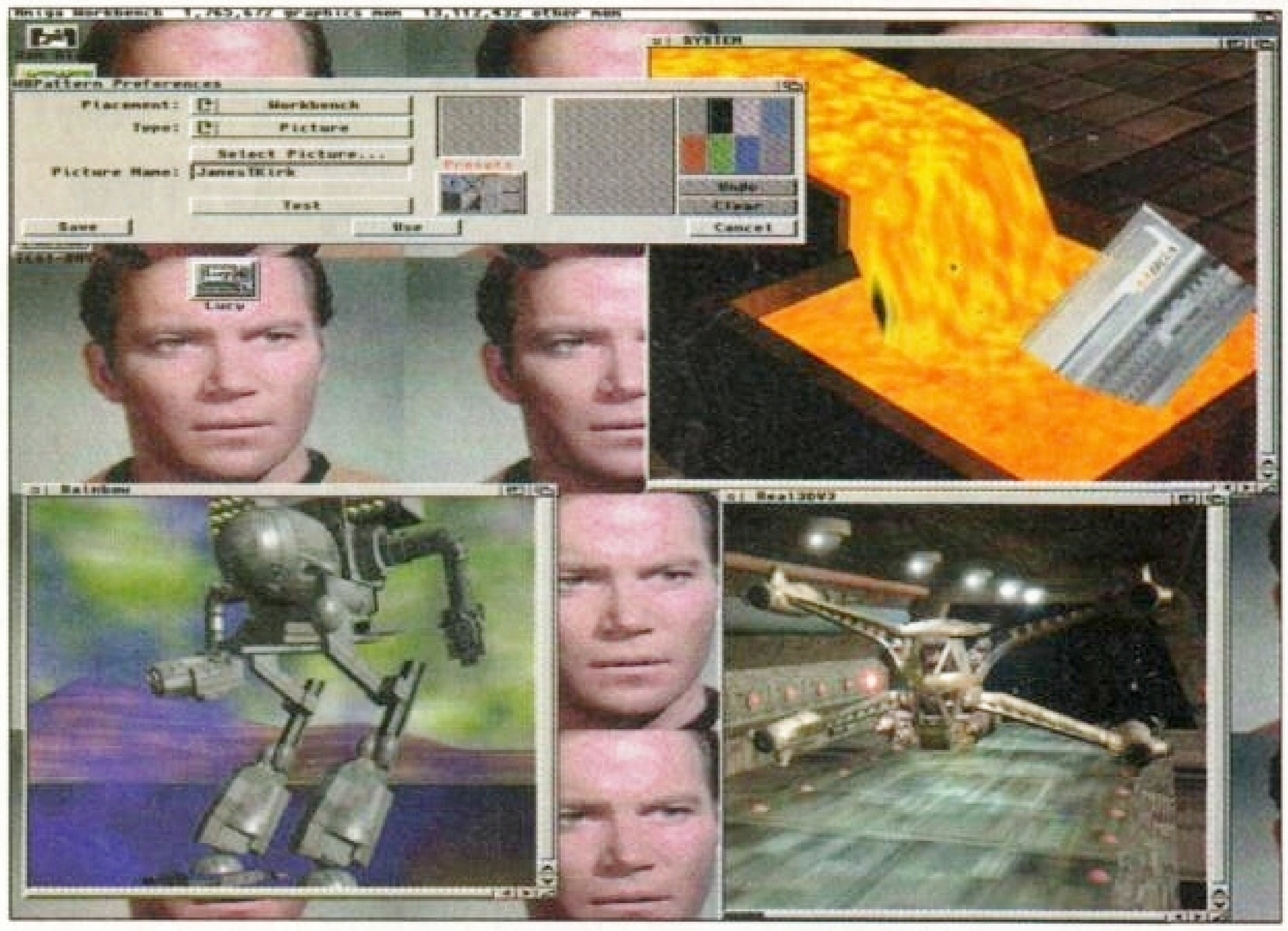
Drivers have also been supplied to work with six popular graphics programs. These libraries enable programs to use any of the CYBERVISION64 screens you have created, to either render or draw on in



***Directory Opus 5* is just one program that benefits from the screen-sizes supported by the CYBERVISION64.**



Opening *Photogenics* on to a Cyber.gfx screen transforms the program into a a real-time 24-bit paint and image processing package. Not only can you paint in true colour, the screen is blindingly fast and maximises *Photogenics'* full potential.



Although there is no Workbench emulation software included, you can open 24-bit Intuition windows on Workbench. Although, whether or not you'd want Captain Kirk on your backdrop is debatable – still he's better than Janeway.

up to 16 million colours. The drivers that have been supplied include a library for *Real 3DV2* and above, *Cinema4D, ADPro, ImageFX, Photogenics* and *Photoworx. ADPro, ImageFX* and *Cinema4D* worked okay, although it is a shame there is no 24-bit preview mode for *ImageFX* – more on this later. However, using *Real 3D* and *Photogenics* was sheer joy. As soon as *Photogenics* is switched to a CYBERVISION64-screen, you can process and draw in 24-bit quality, in real-time and by jingo is it fast!

Despite support for these popular programs, the software on the whole is disappointing. In addition to the woeful lack of options in the monitor-setting software, there are hardly any utility programs. While not essential, it would have been useful to have an animation viewer, screen-grabber and a screensaver.

Not only does this board have an excellent range of resolutions, it is also obscenely fast.

However, more importantly, it would have been nice to have had a Workbench emulation mode, such as the one supplied with the Retina graphics card. It is possible to open a 24-bit Workbench screen, but, because of the limitations of Workbench, you can't have 24-bit images displayed there. This may sound unimportant, but if Workbench emulation was available, it would be possible to use *ImageFX* with a 24-bit "preview". To rub salt in the wounds, a program called *Cyberwindow* has been included which can display 24-bit images in Intuition windows – grrr.

Right, after having a good moan about the software, I have to say that the capabilities of this board are truly stupendous. Not only does this board have an excellent range of resolutions – anything up to 1280 x 1024 in 24-bit mode – it is also obscenely fast.

Although, to get the true benefit of the board's incredible speed, you need a fast machine; on a standard A4000 040 the speed-increase was amazing – I can't imagine what it would be like using this with a Cyberstorm card as well!

For my money, this is the graphics board of my choice – it's blisteringly fast and has a great range of display-modes, if your monitor is up to it, of course.

While the software supplied at the moment is little short of pitiful, a great product like this is bound to muster a great deal of support very quickly and, hopefully, the next version of the board will come with better software.

CYBERVISION64

DISTRIBUTOR
Gordon Harwoods Computers
01773 836781

PRICE
£329.95 (2Mb) & £439.95 (4Mb)

SYSTEM REQUIRMENTS
Amiga 3000 or 4000, 2Mb Fast RAM and Kickstart 3.0+

SPEED ●●●●●
Screen-updates are incredibly fast, even when in 8-bit emulation modes. *Photogenics* is transformed.

MANUAL ●●●●
Well designed and written; gives you all the information you need to get the best out of the board.

ACCESSIBILITY ●●●
Fitting the board is easy, but setting up the display modes can be a real pain.

FEATURES ●●●●
This is one of the most impressive boards around and there is an expansion-port for adding even more features.

VALUE ●●●●
£330 is more than a fair price for the improvement in display-quality and speed – the only thing stopping this from getting a *Format* Gold is the software.

"Graphics card performance has a new standard."

89%

Driving Ambi

The data-storage market has undergone major changes recently, including substantial drops in price. Graeme Sandiford takes a look at the best of new drives for the Amiga and finds out which is suitable for you.



Hmm, not only does the Panasonic PD (above) use some clever techniques, it also scores highly in the looks-department.

The Squirrel FB1080S (below) may not be big on finesse, but it's quick and, with over 1Gb of storage-capacity, it's the ideal choice for the power-user.



Just a couple of years ago, most computer-owners wouldn't even be able to grasp the idea of having 1Gb of hard disk space.

Panasonic PD Drive

Hi-Q ■ 0181 909 2092 ■ £600 (£50 for optical disks)

While this unit may not be quite as ground-breaking an innovation as the IOmega drive (reviewed on page 95 of this issue), it's still an impressive piece of hardware. Despite appearing to be just a snazzy CD-ROM drive, the Panasonic PD drive is actually a duel media-drive, capable of reading information from both CD-ROMs and optical disks in the same unit. Of course, this means you cannot access CD-ROMs and optical disks simultaneously.

In order to be able to accept both optical disks and CDs, the Panasonic has an unusual, not to mention rather swish, loading tray. As the tray is opened to accept a disk or CD, the front is moved down, out of the way as the tray slides out giving it a 'space-age' feel to the operation of the drive.

However, despite being a very clever engineering-feat, the tray does seem a little delicate and wouldn't last very long in the hands of a clumsy workmate. All the same, you shouldn't encounter any problems in normal operation.

The optical disks the drive uses are capable of storing 650Mb of data and are fully re-writable. This storage-capacity makes the drive ideal for people working in areas where there is a need to transfer large amounts of data, such as multimedia and graphics for DTP-professionals.

While the optical disks aren't ideally suited to being used as a hard disk, they are still pretty fast and there is no reason why they could not be used as a secondary disk to hold data and programs. The drive is also capable of reading CD-ROMs at quad-speed, which makes transferring large chunks of data less time-consuming.

This drive is good news for most professionals , but it must be asked how much longer optical storage devices will remain popular. While they have large storage-capacities, they can be broken quite easily. However, the £600 price-tag puts the Panasonic PD well out of the financial grasp of the home-user.

"This drive is a God-send for multimedia developers, but is out of the reach of home-users."

87%

Squirrel FB1080S

HiSoft ■ 01525 718181 ■ £469 Squirrel £50 extra

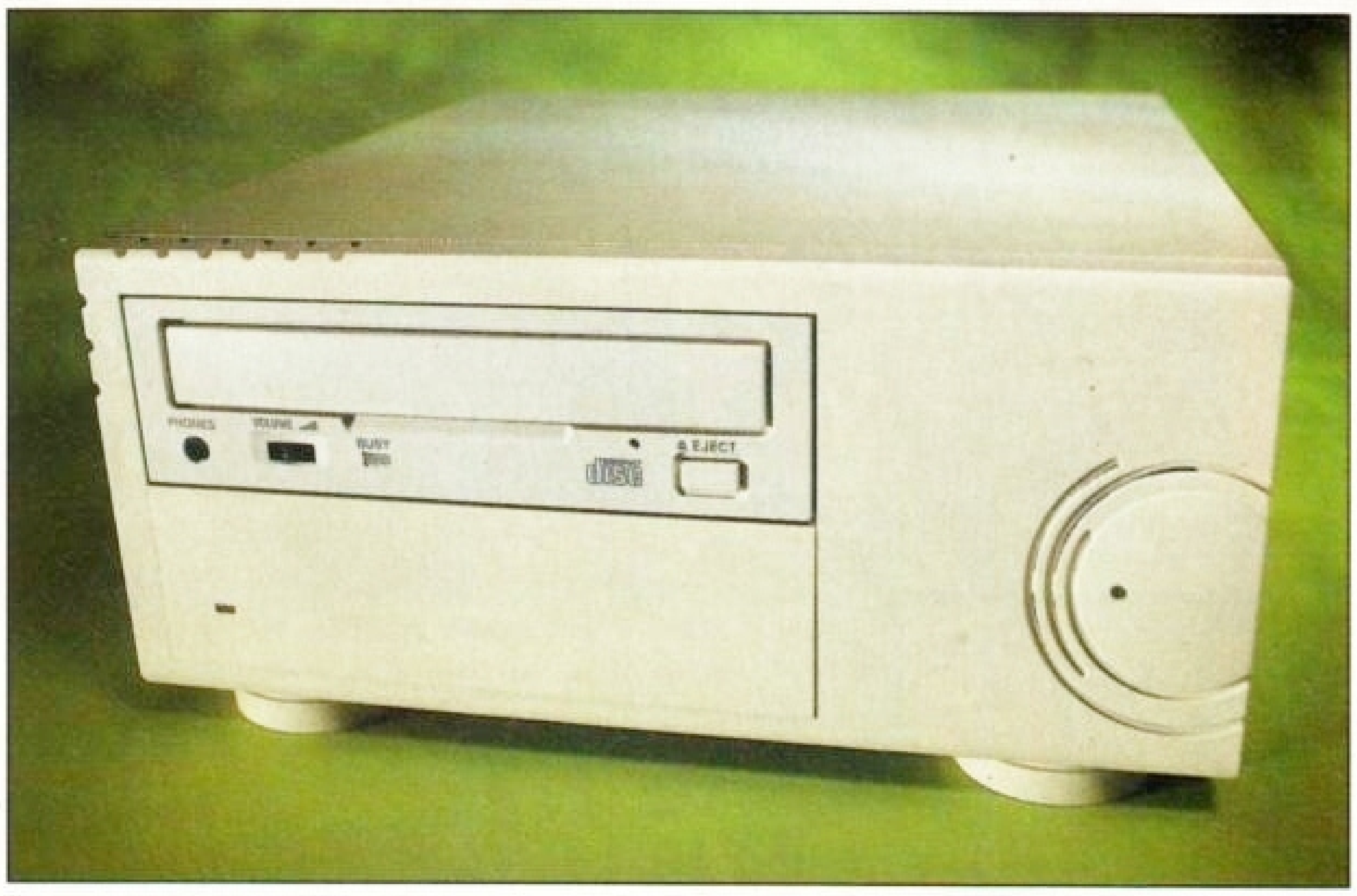
One of the most important rules in computing is, you can never have enough storage-space. Just a couple of years ago, most computer-owners wouldn't even be able to grasp the idea of having 1Gb of hard disk space – a bit like trying to explain the size of the universe to someone who has never left their home town. But nowadays people not only understand the concept, they are swiftly filling up drives of this size and even greater.

The FB1080S is a 1Gb SCSI drive, complete with external casing, ready for use with a Squirrel-equipped Amiga, or a big-box with an external SCSI card. The drive's physical appearance is fairly standard – attractive enough, but nothing special. It is quite small and

"If you are a serious Amiga-user, especially with graphics, then you will soon find yourself in need of a drive like this."

84%

tion



The Prima Combo from First Computer Centre may not implement any ground-breaking technology, but it will certainly appeal to the average user.

should fit quite comfortably on even crowded desks.

The drive itself is pretty nippy for a disk of its size and has an average seek-time of 12ms. It is also pretty reliable – it has often spent the night turned on in the office, copying files back and forth with very few errors. This drive should be considered for anyone who takes their computing seriously.

SquirrelQuad

HiSoft ■ 01525 718181■ £259 (external); £199 (internal); Squirrel £50 extra

As its name suggest, the SquirrelQuad is a quad-speed CD-ROM drive. It is a SCSI drive and so is ideal for use with HiSoft's Squirrel interface for the A1200 and A600. As standard it comes with its own external casing, but can also be supplied as a bare mechanism for use internally with big-box machines.

It is styled in a similar fashion to the FB1080S, just a larger version of the same beige box. In its resting-state there is very little to distinguish it from any other CD-ROM drive, but if you open the bay-door, you'll discover that the loading-tray is a little different from the usual. The drive has three clasps that slide inward as the drawer closes.

At first, I thought it might be for handling 8cm CDs, but they're too small for that. I eventually figured out that it is to enable the drive to be used on its side without the disc slipping out of position. Despite being a tad inelegant, this is especially useful when desk-space is at a premium.

"It may be one of the fastest drives around, but do you really need a quad-speed drive? If you do, this could be the one."

89%

There is no denying that this is a well-built and extremely fast drive, but before deciding to part with your hard earned spondulics you may want to ask yourself "Do I really need a quad-speed CD-ROM drive?" If you are going to be moving huge chunks of data from CD-ROM, or be playing long animations straight from CD, then you might.

There is no denying that the SquirrelQuad is a well-built and extremely fast drive,

If you are going to be using a CD-ROM drive under normal circumstances, then it is unlikely that you'd notice any difference between a double- and a quad-speed drive and certainly not if you are playing games.

However, major manufacturers are stopping the production of double-speed in favour of quads, so this may be a good choice in the long term.

The SquirrelQuad is the fastest Amiga quad-speed CD-ROM drive around, but is it for everyone, or just an elite few?



Prima Combo

First Computer Centre ■ 0113 231 9444 ■ £369.99 (£399.99 with Squirrel)

While this drive may not score as highly in the innovation-department as the Panasonic PD, it is definitely on the same level when it comes to common sense and practicality. The Prima is a simple combination of a hard and a CD-ROM drive, which should appeal to most serious Amiga-users.

You see, the biggest pain about adding drives externally is that the price is always bumped up quite substantially to cover the horrendous price of the casing, which can be anything up to £90. What's more, every time you want to add another drive you have to pay through the nose again for another casing.

Unfortunately, this is quite common since most people tend to add a hard drive or CD-ROM drive first and then the other. The Prima helps reduce the price by combining the two drives in the same casing.

While the drives themselves are unlikely to set any speed-records, they are of a good quality and more than match the performances of most of their competitors. The hard drive is a 365Mb Fujistu mechanism (which is about the average size nowadays), that runs quietly and at a reasonable speed. The CD-ROM drive is a double-speed drive from Sanyo which, again, is pretty average.

To sum it all up, the Prima could best be described as the 'homely' one of the bunch – it isn't the most desirable of drives and has no revolutionary features, but is just what most people need.

However, the Prima does have one flaw – the audio-outs have not been connected to the rear of the casing, so the only way to connect the CD-ROM drive to a set of speakers is to use the headphone socket.

"It may not be a revolutionary product, but it should meet the needs of most users quite nicely."

83%

IOmega Zip drive



A removable media-solution for the masses? Nick Veitch unzips the future...

Last month we took a sneak-look at a new storage-method which could change the face of home computing. The device in question is the Zip drive and, even as we speak, hundreds of the little darlings are making their arduous journey across the Atlantic to invade these shores.

The Zip drive is a hybrid between floppy and hard disk technology – the unit gives hard drive performance, but uses removable diskettes barely bigger than a standard 3.5 inch floppy.

Each disk can hold up to 100Mb of data, more than 113 floppy disks worth. Obviously, many hard drives give more capacity than this, but 100Mb should be enough for quite a lot of information – a huge animation, loads of 3D texture files, a mass of soundtracker MODs, and even some applications and their support files. The disks only cost around £16 each, so it's a very cheap way of dramatically increasing your storage capacity.

The drive, supplied by HiSoft, comes with software to control the unit. As well as just creating a mountlist-entry (or device-icon under WB3), the software also controls the protection features. The Zip disks have no write-protect tab, but they are still protectable. The write-protection is handled by software and, in the case of the Amiga, this can be easily controlled by a few additions to the Tools menu.

There is also a password-protect system, so if someone else is using your machine or your drive, they will only be able to access the disks to which they know the password. The password is requested when the disk is inserted into the drive, so it is very secure – without a lot of time and fiddling about, nobody will be able to get at your data.

Both the write-protection and the password-protection are platform-independent, so if your passworded disk is used by someone with a Macintosh, for example, they will have to enter the correct password before they can do anything unpleasant with your disk.

With systems like CrossDOS and Max-DOS available, the Zip drive will be a very convenient way to store data and transfer it to other machines – a hundred times more efficient than a floppy drive anyway.

The only oddities about the mechanism are a 25-way SCSI connector, the choice of only two ID numbers and the use of an external power-supply – not enough to deter me anyway.

The Zip drive is worth considering instead of a second hard drive. It can be used for back-ups; is fast enough for using as on-line storage; and provides a very competitive price per Mb. And it looks cute too.

AMIGA GOLD FORMAT

THE CONTENDERS

There are other removable mass-storage devices, but each have their advantages and disadvantages.

The SyQuest 44/88Mb removable drives were once very popular indeed, but poor reliability, high media costs and a relatively slow performance have done it for them. Later SyQuests, like the 260Mb drive, are more reliable, but are still a bit slow and rather expensive.

Tape-streamers are tediously slow, but the media-costs are cheap and they are good as back-up devices. Because of their serial access methods, though, they couldn't really be recommended for on-line use.

Magneto Optical drives are highly reliable, pretty fast and hugely expensive. The drive itself will cost you more than your Amiga and the cartridges are expensive too.

The cheapest storage per Mb is CD-ROM. You could splash out £2,500 on a CD-writer and master your own CDs, and although reasonably fast and reliable, you still can't write to them easily. Very good for permanent archives, or commercial software – lousy for everything else.

IOMEGA ZIP DRIVE

DISTRIBUTOR
HiSoft 01525 818181

PRICE
£189

SYSTEM REQUIREMENTS
SCSI interface

SPEED ●●●●
Transfer times on a good SCSI interface will give you reasonable hard disk speed.

RELIABILITY ●●●●
In exhaustive tests, the disk never had a read/write error. However, due to the magnetic nature of the medium, it needs careful handling.

ACCESSIBILITY ●●●●●
Very easy to set up and use.
The software appears in the Tools menu and operation is very straightforward

FEATURES ●●●●●
Password-protection, software read/write, software eject, 100Mb per disk, small drive unit...

VALUE ●●●●
A great Mb/price ratio and the mechanism is priced very reasonably.

"Sure to become as indispensable as a floppy drive."

91%



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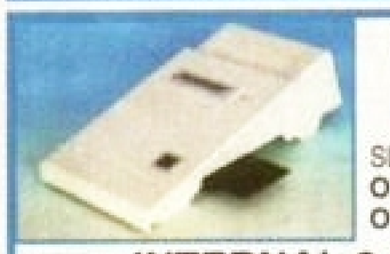
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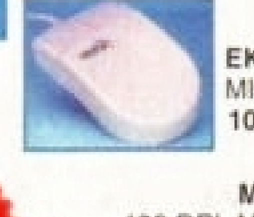
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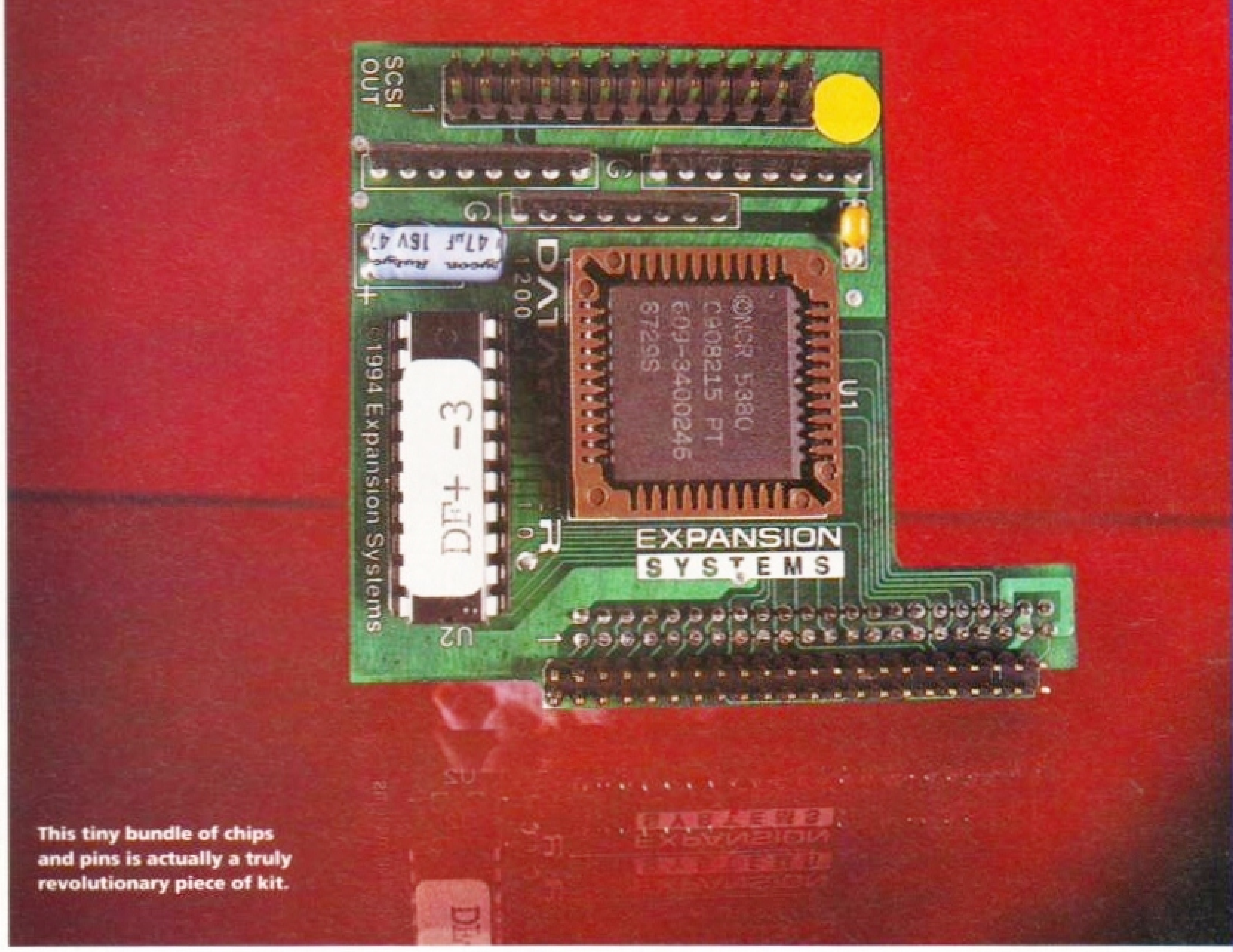
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This tiny bundle of chips and pins is actually a truly revolutionary piece of kit.

Are you an Amiga high-flyer who wants to make the most of your machine's expansion-potential? Then take to the skies with Graeme Sandiford.

DataFlyer

After seeing the photograph of this tiny bundle of chips and pins, you may be thinking why anyone would be willing to pay £70 for such a seemingly insignificant piece of hardware. The reason is very simple, the DataFlyer is actually a revolutionary and rather exciting piece of kit.

The DataFlyer is a SCSI interface for the A1200. Nothing new in that, you might think. You would also be forgiven for thinking that this latest addition to the A1200-expansion will make deciding on an upgrade-path for your machine even more complicated than it already is. In a sense, that is true. I mean: do you go for the simplicity of adding an Overdrive CD-ROM or hard drive; the expendability and ease-of-use of a Squirrel; or perhaps the raw speed and unobtrusiveness of a SCSI 2 unit for your accelerator?

Personally, I'm all for having more options; it's the only way to make sure that you have a system that meets all your needs. The thing that distinguishes the DataFlyer is the interface it uses – your machine's internal IDE controller.

No, don't panic, this doesn't mean that you have to get rid of your IDE hard drive, because the DataFlyer has an IDE pass-thru, so the SCSI interface and IDE drive can be used simultaneously.

This is the beauty of the DataFlyer – it gives you a SCSI interface, yet it doesn't hog a port to itself and thereby limit your options. The actual SCSI interface you attach your devices to is made accessible via the spare socket at the rear of the A1200.

Fitting the unit was actually more time-consuming than I first expected. Myself and fellow Amigan, David Taylor from sister mag *Amiga Shopper*, spent a good while unscrewing and re-screwing things. It's not that the fitting is complicated, or even excessively technical – just fiddly, especially when compared with something like the Squirrel, which plugs straight in without opening your machine up. However, the advantage is that once you've installed it, you don't have anything sticking out.

The software installation was also a little tricky, getting hard drives to work was no problem, but getting the thing to recognise CD-ROM drives was a nightmare. In the end, is was simply a matter of finding the right software – the device would only work from a mountlist, not from Tooltypes like most SCSI controllers. Everything worked out OK with the PD filesystem *AMICDROM 1.15*, which is readily available from most good PD libraries.

However, there are still a few anomalies, such as the machine crashing when certain programs are run, such as *Sysinfo* for example. I would really have liked to have tested this product, as with any hardware product, for a longer period in normal usage to see how reliable it is in the long run.

In terms of performance, the DataFlyer is quite a bit slower than the Squirrel when transferring and creating files on a hard disk, but not so much slower that you'd notice it in general operation.

The DataFlyer is truly an innovative product, but it's also a product that perhaps should only be considered by those seeking to get the absolute maximum out of their machine's expansion-potential.

DATA FLYER SCSI+

DISTRIBUTOR
Siren Software 0161 7965 279

PRICE
£69.99

SYSTEM REQUIREMENTS
A1200

SPEED ●●●
A little slower than the Squirrel, but not so slow that you'd notice.

MANUAL ●●●●
The manual follows a bit of an odd layout and is a little 'Americanised'.

ACCESSIBILITY ●●●
A little tricky to install and not quite as transparent in operation as the Squirrel or an accelerator SCSI module.

FEATURES ●●●●
An innovative product that will be of particular interest to those with an Overdrive CD or hard drive, who want to further expand their machines.

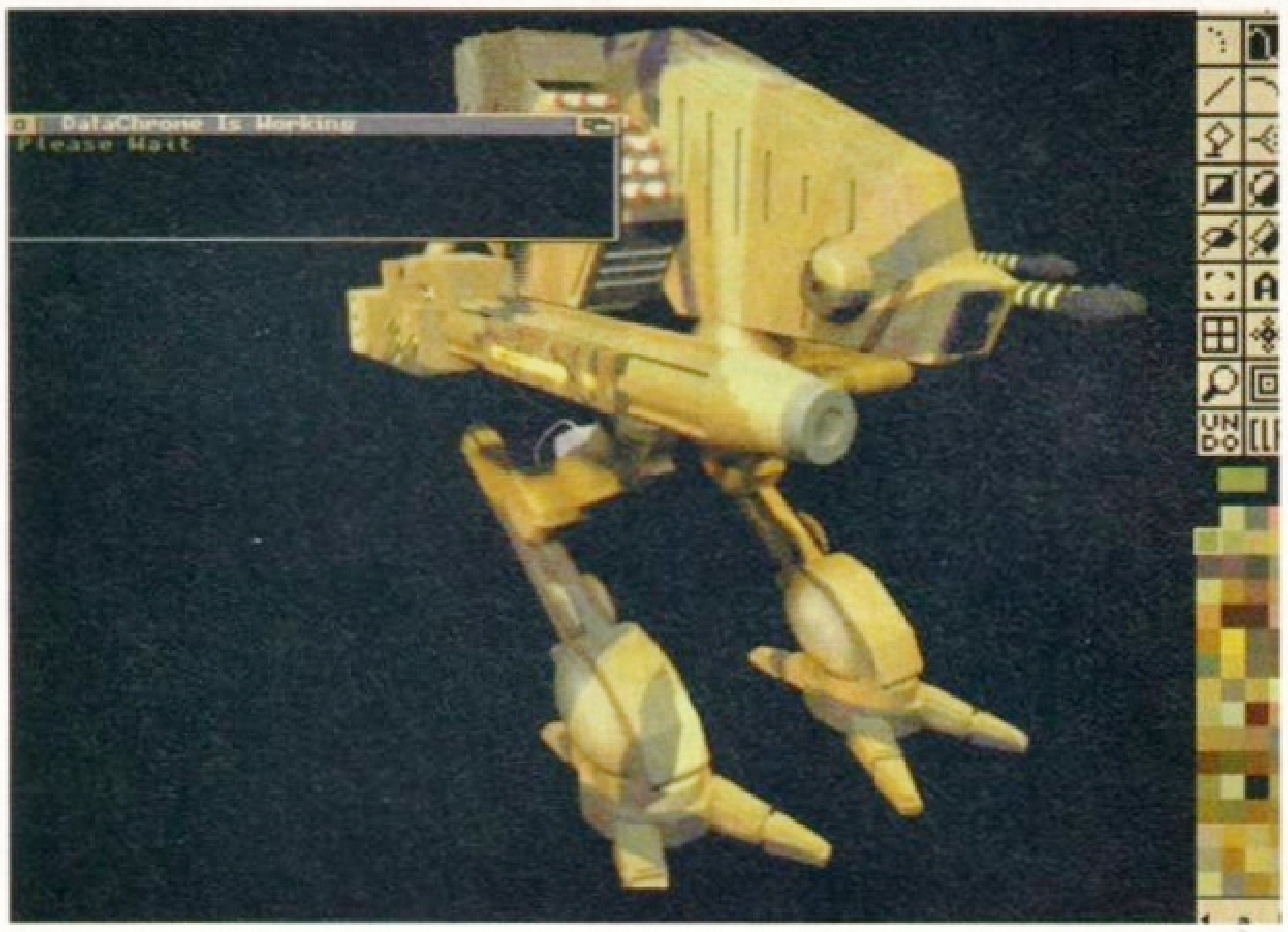
VALUE ●●●●
A trifle expensive, but if you are looking for the ultimate in expansion possibilities, it might be worth it.

"A truly innovative product with great potential."

82%

NOT YOUR TYPE?

DataTypes are a marvellous addition to Workbench 3 that enables *any* program that supports DataTypes to display images or play sounds not supported internally. As well as loading and displaying files, they can be used to save data in different formats. Providing you have the right DataType, you can view, read, or play practically any file. Great, eh?



Deluxe Paint V still doesn't have support for JPEG or GIF-formatted images – unless you use *DataChrome* that is.

DataChrome

This month something has been lurking around in the *AF* office, converting files with gusto. Graeme Sandiford is on the trail.

It is an unfortunate fact, but a fact nonetheless, that no matter how much thought, effort and time a programmer puts into creating an application, there is always one more feature that could have been added. This can often be the case with graphics programs that never seem to have support for one image format or another.

DataChrome is a program that aims to lessen the likelihood of this happening. The program works in essentially the same way as Pegger (*AF69*, 86%) – lurking around in the background, converting files transparently. However, *DataChrome* adds a twist by making use of one of the coolest features of Workbench 3 – AmigaDatatypes (read the box above).

This means that you can load any image that you have a DataType for into *any* image-handling program, even if they only internally support IFF pictures.

Installing the program is simple since it uses the Commodore Installer. It also includes JPEG, GIF, PCX, BMP and MacPaint DataTypes to get you started. Unfortunately, only the JPEG DataType comes with an installation script, so the others have to be installed by "hand". Although this is not a *major* undertaking, it would have been nice to have had them installed for you, especially as the program relies upon them for it to work effectively.

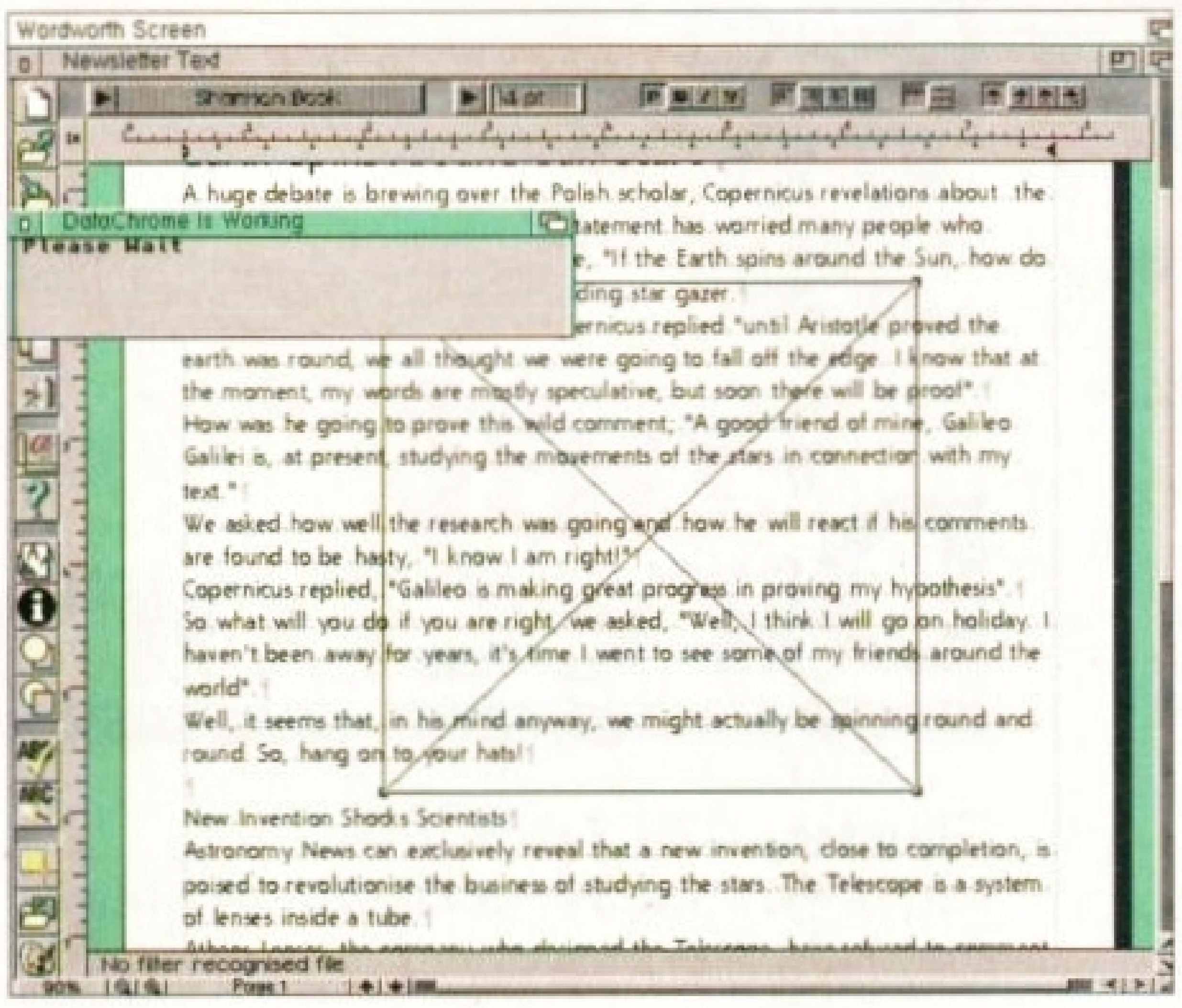
Once you've got the program and its DataTypes installed, you can run it by simply clicking on its icon. There are surprisingly few options to set – just determine the path for the temporary directory, which is in the T: directory by default. This may be a blessing for inexperienced users, since it makes using the program even simpler, but a few more options for experienced users wouldn't go amiss. For example, a Snoop-utility, like Pegger's.

DataChrome converts files to IFF, but will not enable programs to save files in other formats. This is a real shame, because it should be almost as easy to use DataTypes to save images in different formats as it is to load them.

Another limitation, which is in fact due to the program's use of DataTypes, is that the images will only be of 8-bit quality since DataTypes can only handle 256 colours, like Workbench. This rules out *DataChrome* for professional graphics use, where images need to be *at least* of HAM-8 quality.

Now I should, however, point out that there *are* some good features, such as Auto-copy and Convert mode. But all the same, there are simply not enough options to elevate *DataChrome* to a level on par with Pegger.

DataChrome in action, loading a JPEG into Wordworth 3, which only has support for IFFs and EPSs.



DATA CHROME

DISTRIBUTOR
Chroma 01328 862693

PRICE
£29.99

SYSTEM REQUIREMENTS
Workbench 3 or above

SPEED ●●●●
Most of the time the delay is longer than it would generally take to decode a JPEG rather than an IFF.

MANUAL ●●●
Perhaps a little on the skimpy side, but, then again, there aren't *that* many features to cover.

ACCESSIBILITY ●●●●
Installing the DataTypes could be criticised as a bit of an unnecessary pain, but in every other aspect it's very easy to use indeed.

FEATURES ●●
Woefully short on features when compared with Pegger or Pegger 2.

VALUE ●●●●
£29.99 is a fair price and should ensure that plenty of home-users will be buying *DataChrome*.

"Essentially, a poor man's Pegger."

73%

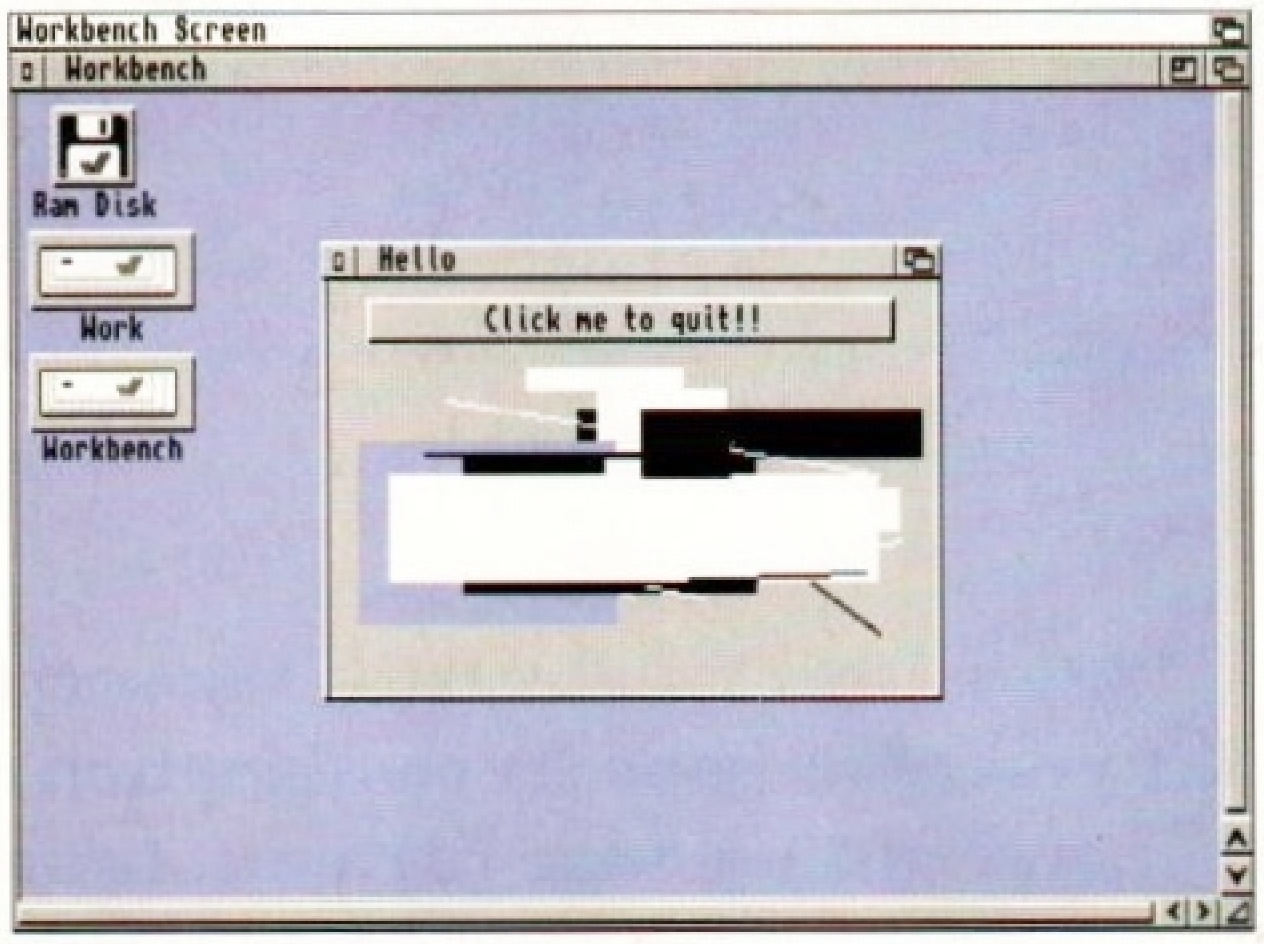
IntOS

Europress Software may never get around to adding Intuition or AGA-support into AMOS, but that hasn't stopped OTM 2000 from releasing their own. Jason Holborn put it to the test.

Sure, AMOS has been used to create everything from word processors and spreadsheets, to paint programs and (sigh) lottery predictors, but – regardless of their capabilities – there's one all-important aspect they all lack – Intuition support.

AMOS (and, of course, AMOS Professional) can now clean up its act thanks to *IntOS*, an extension for AMOS that adds 120 new commands to the existing AMOS command-set. Designed specifically to allow AMOS-programmers to fully utilise the power of Intuition, *IntOS* provides the AMOS-programmer with a quick and easy method of incorporating Intuition-support into their own programs.

Unlike most AMOS-extensions (*AMOS 3D*, for example), there's no faffing around with the AMOS configuration editor and extension numbers in order to get *IntOS* to work – all you have to do is to copy a single library file to the LIBS: drawer on your boot disk, copy the *IntOS* procedures into your AMOS drawer and *IntOS* is ready to go.



It may not look like much, but this little program is doing something that was previously impossible with AMOS. The window, text gadget and er... pattern are all being displayed through Intuition.

In order to use *IntOS*'s 120+ commands in your programs, however, you do need to merge your program with an AMOS source file containing the *IntOS* procedures.

the '_IN_WB_TO_SCREEN' command) or – for custom screens – you need to open your own screen.

Opening a screen is as easy through *IntOS* as it is with AMOS – all you have to do is pass the appropriate parameters to the '_IN_SCREEN' command and your AMOS-controlled Intuition screen springs to life.

IntOS fully supports the AGA chipset so it's perfectly possible to define custom screens with up to 256 colours and even load 256 colour AGA images into your *IntOS* screens with the *IntOS* '_IN_LOAD_IFF' command.

Once your screen is open, you can then create standard Intuition windows on it, using the '_IN_WINDOW' command, which simply needs to be fed the window's dimensions, title and a hex-value, which defines what system gadgets are assigned to your new window, along with its appearance.

IntOS provides plenty of additional commands designed specifically for manipulating a window once it's been opened – the '_IN_W_SIZE' command, for example, let's you resize your window; '_IN_W_MOVE' lets you move your window and so on.

The *IntOS* command-set covers things such as: opening and managing of Intuition screens and windows; handling 'IDCMP' window events; defining and managing gadgets and menus; and so on. To help you identify *IntOS* commands when debugging larger projects, all the *IntOS* commands start with a 'IN_'.

Before you can open a window under Intuition within your AMOS program, you must get a 'lock' on the Workbench screen (that is, read the 'viewport' address of the screen with

IntOS may not be as fast as a, so-called, 'real' AMOS-extension, but it more than makes up for this in terms of shear flexibility. With over 120 commands on offer, *IntOS* provides the AMOS programmer with the sort of low-level access to Intuition that you'd normally only expect to find with languages such as C and assembler. Highly recommended.

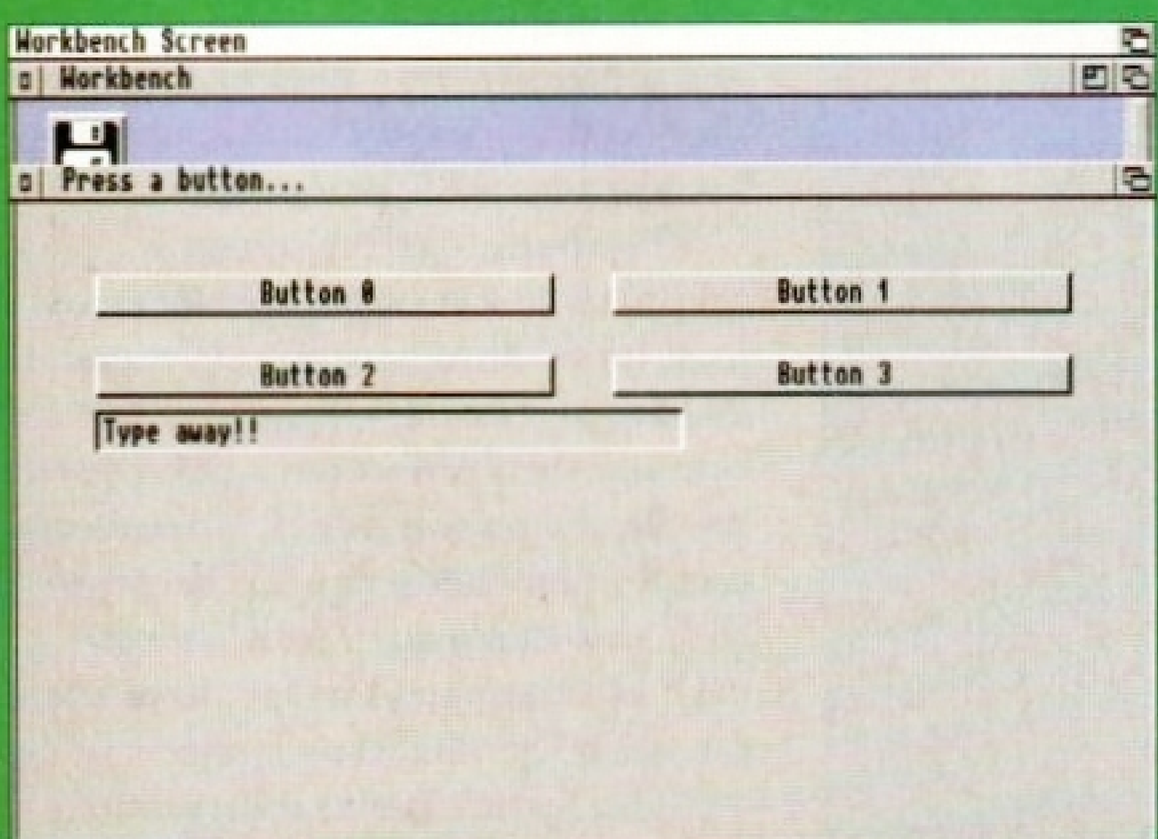
EVENTFUL GADGETS

***IntOS* provides full support for a full range of Intuition gadgets and requesters including the latest Workbench 3.0 ASL file requester. Gadgets include string: proportional and toggle and standard text (button) gadgets.**

Surprisingly, though, *IntOS* does not provide direct support for either the GadTools interface (although this is promised in version 2) or standard Workbench 2.0-compliant 'cycle' gadgets and 'radio' buttons. Intuition pull-down menus are, however, fully supported and surprisingly simple to implement.

All you have to do to manage your *IntOS* front-end is to call the '_IN_WAIT_EVENT' command and your AMOS program will halt until an Intuition 'event' occurs (that is, the user clicks on a gadget, closes a window, or whatever).

The resulting event 'code' is then passed back into a variable of your choice and can be checked to see exactly what event took place. *IntOS* supports thirteen Intuition events, which cover such things as windows and gadget-events, keyboard-events and even checking to see whether a disk has been inserted or removed.



***IntOS* provides direct support for a number of standard Intuition gadgets including string and text gadgets.**

INTOS

DISTRIBUTOR
OTM 2000 01827 312302

PRICE
£24.95

SYSTEM REQUIREMENTS
1 Mb RAM and WB2 or above

SPEED ●●●
Not quite as fast as it could have been, but look out for *IntOS 2*!

MANUAL ●●●●
Installation instructions are a little overcomplicated, but the IntOS command-set is very well documented.

ACCESSIBILITY ●●●●
Intuition isn't easy to program, but *IntOS* makes it child's play!

FEATURES ●●●●
Although the full range of Intuition gadgets are not supported, *IntOS* covers virtually every other aspect of Intuition.

VALUE ●●●●●
Considering the power that *IntOS* puts at your fingertips, *IntOS* offers exceptional value for money.

"IntOS is a must for any AMOS-programmer wanting to write professional-looking applications."

88%

Scala MM400

Aside from its diversity, the secret to *Scala's* success over the years has been its combination of incredible ease-of-use and cutting-edge features. Graeme Sandiford gives the thumbs-up for the latest version, MM400.

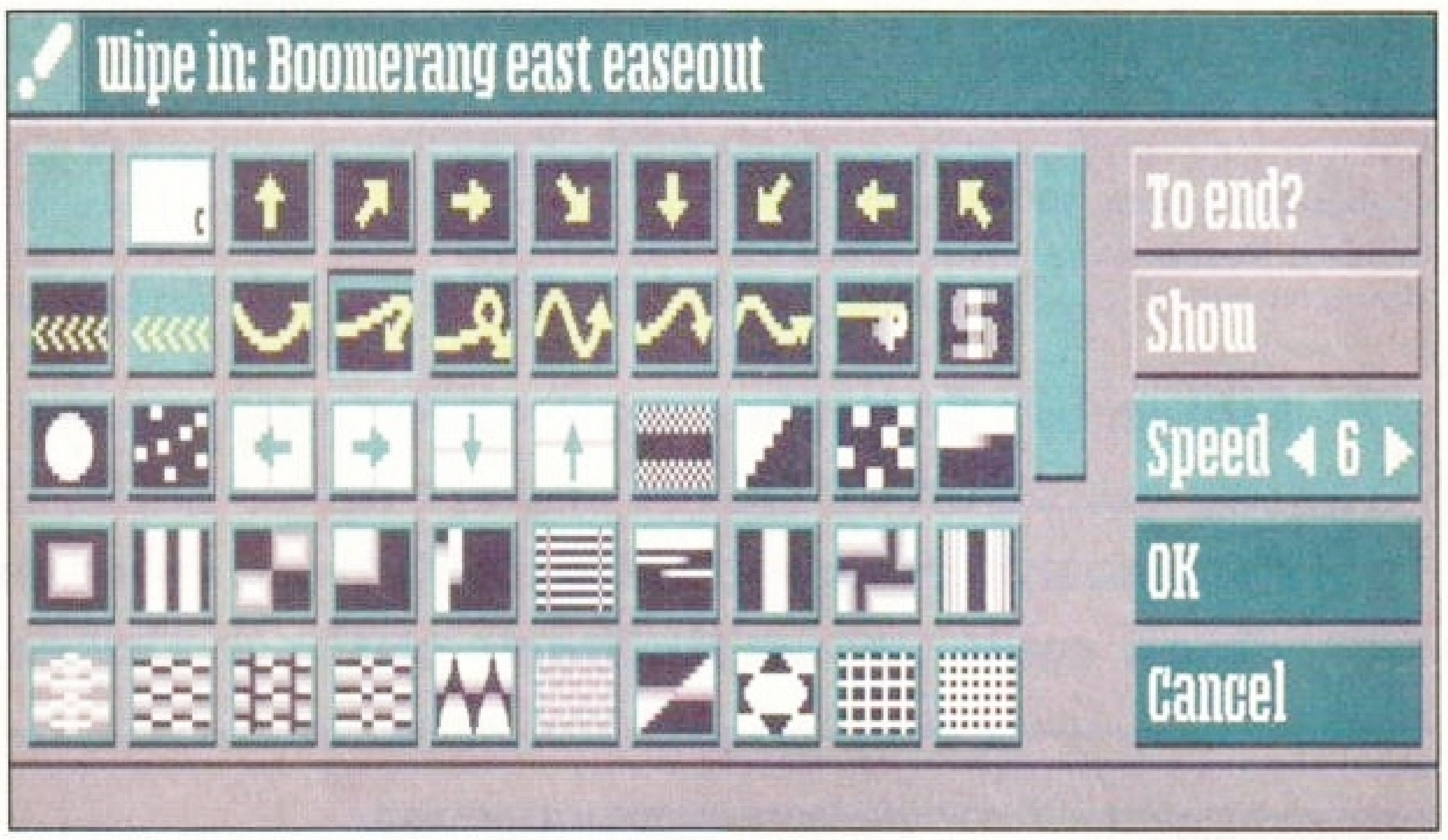
One of the products that has helped sustain and even create the Amiga's popularity is *Scala*. This incredible product has drawn many users to the Amiga over the years, both from the world of video and from multimedia in general.

Indeed, if this package was to be included with future Amigas, it would certainly do no end of good for the machine's popularity – not to mention opening up a whole new area of Amiga-computing for both inexperienced and experienced users alike.

So, what exactly is this distinguished product? Well, that's a little trickier to explain than you might expect since *Scala* is more like several programs rolled into one. The program can be used with great effectiveness as a video titler, presentation program and a multimedia authoring package.

Aside from its diversity, the secret to *Scala's* success over the years has been its combination of incredible ease-of-use and cutting-edge features. Despite the success in by-gone years, does the latest version of *Scala, MM400,* stand up to the fierce competition from today's products?

Arguably, the best selling-point for *Scala* has been its simple, yet very effective, interface – it's no good having the most powerful package in the world if it's just too darned difficult to make any use of. It is good to see that the *MM400* has stuck with the program's simple and logical interface.



Scala's huge range of wipes and fades is good news for video-titling buffs.

The best way of explaining the program's interface is to explain the idea behind it.

The basis of *Scala's* working-method is the script, which is essentially a set of instructions for the program. Scripts contain several pages, which in turn consist of several types of media, such as sound, music, pictures, animations, or buttons that can take you to another page.

Scala's main interface consists of several rows of horizontally-divided buttons; these divisions define the pages in the current script. The first button for a page contains its number, which also determines when it is played. Clicking on this button will take you to the page-control, which enables you to move a page's position, or copy it.

Another button, the longest one on the screen, is the Name button. Clicking on this page will bring up *Scala's* file requester, so you can load a background image or animation. The content of this file then forms the basis of the page and can be named as you see fit.

The next button along is the Wipe button, which is used for creating transitional wipes for a page – just like in a titling package. The final button in the row is the Sound button, which is used to add music or a sample.

The bottom of the screen is occupied by several buttons that can be used for creating and editing pages, loading and saving scripts, and for running them. However, it also contains the Shuffle button, which is extremely useful when your script has become large or complicated. It shows each page as a thumbnail image, so that you can easily see what is on a page.

This feature is also incorporated into the file requester, where pictures are displayed as thumbnails and other files have their type written on the



This is the program's main interface. From here, you can edit pages and access other parts of the program with a couple of mouse-clicks.

icon. However, because the requester does not show the name of the file while in this mode, it is not easy to tell which file is which.

Another useful feature that *Scala* has is its editing screen, which is sort of like a mini paint-package. Its main use is to add brushes and text to a background – however, most of its tools are text-orientated.

You can easily choose which font is to be used and its justification, style, colour, and even give it a shadow, outline, or a 3D-look. You can also define on and off wipes from here, as well as alter the image and fonts palette.

The program's features can be added to quite easily through what it calls EXes, which are in effect modules that can be added by third party developers. They can include anything from support for a new file format, to controlling digitisers, genlocks and even other Amigas.

However, one of the program's very best features is the wealth of backgrounds, fonts, symbols, music and example-scripts that are supplied with it. For example, there are scripts supplied to both guide you through *Scala's* features, as well as its backgrounds and fonts.

So what's new in *MM400*? Perhaps the area that has benefited most from the upgrade is the program's text-handling tools. It is now possible to stretch fonts, set a variety of antialiasing levels, as well as make use of automatic kerning, aspect ratios, outline font anti-aliasing and to save a page's text as ASCII.

There are also some new wipes which are mostly curvy with plenty of rolling and swerves. The program's EXes now include support for the GVP G-lock, Neptun Genlock EX, V-Lab, Electronic Design's FrameMachine and several file formats. It is also possible to have the program save files that have been processed automatically and load GIF, BMP, TIFF and FLC files.

There is also an option for MPEG playback and support for languages that read from right to left. Another welcome addition is more background

This product still holds a unique position in the Amiga-market.

images, although it would have been nice if a few more were in AGA screenmodes – 128-colour images look that much nicer than 16-colour ones.

Scala MM400 has not undergone a major overall, but why try to change something that already works perfectly well? If any of the new features are of interest to *MM330*-owners, then they might benefit from the £49.99 upgrade-offer from Scala UK.

This product still holds a unique position in the Amiga-market and its ease-of-use should keep it there for some time. *Scala MM400* will make the ideal hub for the software suite of any serious graphics or video professional.



The Shuffle tool gives you an overview of each page by generating thumbnail images of how the screens will appear.



One of *Scala's* best features is its excellent support for scalable fonts, which can now be stretched in real-time.

SCALLA MM400

DISTRIBUTOR
Emerald Creative Technology
0181 715 8866

PRICE
£249.95

SYSTEM REQUIREMENTS
Workbench 2+, 1Mb chip RAM, 2Mb Fast RAM and a hard disk (68020 recommended)

SPEED ●●●●
Extremely quick with most operations and even playing animations straight from hard disk is pretty nippy.

MANUAL ●●●●●
This is without doubt the best manual I have yet to come across. It has plenty of useful tips, is well-written and provides general multimedia and graphics guidance.

ACCESSIBILITY ●●●●●
Despite the manual's excellence, the program is so easy to use you could probably get on okay without it.

FEATURES ●●●●
There are plenty of features, but perhaps not as many new ones as might have been hoped for since *MM300.*

VALUE ●●●●
For £250 anybody involved with graphics or multimedia can have a centre for combining the outputs of all their software.

"This product has the potential to play a vital role in the Amiga's feature."

91%

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All drives sizes quoted are approximate unformatted size, & vary slighly depending upon make. FITTING ANY SIZE OF DRIVE INVALIDATES YOUR COMMODORE WARRANTY - for Extended warranties check with the warrantor - they will usually continue to cover just the machine since we cover the drive (for 12 months). INSURED CARRIAGE £5.00. Overnight insured carrier weekday delivery £7.50 (Scottish highlands - please allow 2 days). Sat delivery £12. Ex mainland - please phone.

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FiberFactory

Have you ever wondered why most 3D-rendered computer animations feature people who are bold, or wearing a hat? Graeme Sandiford asks himself a hairy question.



In the last magazine-meeting, it was decided by our Publisher that *Amiga Format* was simply not hairy enough.

These young people nowadays – just look at that unruly and unkempt hair. I blame rock 'n' roll music and *FiberFactory*.

I often used to wonder why 3D-rendered computer animations rarely feature human beings who are not bold or wearing a hat? Or, indeed, why rendered out-door sequences are usually set in urban or oceanic environments, without a blade of grass in sight? The answer is quite simple – they are a severe pain in the butt to model realistically.

Even when using an excellent 3D-program, like LightWave, this is nothing short of tedious. Judicious use of textures and careful selection of camera-angles can cover a multitude of sins, but in close-up shots there is no substituting fibrous objects like a fibrous object.

FiberFactory is a tiny program from creator of such renowned LightWave-utilities as Sparks, Lighting Bug and the Motion Master collections, Jon Tindall of Metrografix. *FiberFactory's* sole purpose is to create fibrous objects; in fact it's quite happy to turn as many of your hairless objects into fibrous wonders as you care to throw in its way.

The idea is simple; you just create objects in LightWave's Modeler, load them into *FiberFactory*, add the hair or fibres, save the object and then render it in LightWave. However, the program does not save your original object and leaves it to you to combine the hair and the object in LightWave. This is only a minor inconvenience and explains why the program is so small (under 86K).

Despite appearing quite simple, hairs are quite deceptively complicated – especially when you get a few thousands of them grouped together. As a reflection of this, the program has a pretty substantial number of options to help you get just the effect you are after. However, the program's Interface gives you access to these features without too much clutter.

It consists mainly of two windows: one for displaying the object and fibres, and the other for controlling the attributes of your fibres. The display window offers you a single view which can be rotated with the mouse and when an object is loaded it's automatically sized to fit in the window.

The control window contains several gadgets for setting the appearance of the hair your object is to have. One of the basic options is defining the fibre-quantity along with their lengths.

You can also define the number of segments each fibre is to have, which can be very important if you want curly hair.

Could this be the world's hairiest logo? Possibly...



Other physical attributes are the number of sides and the radius of the fibres. A tropism gadget enables you to set a general angle for the fibres. They can also be given kink, curls and turns, as well as having them follow the contour of the source-object and jittering them on any of the three axes.

As you can probably tell from this list of features, you are given pretty much *absolute* control over how your fibres will appear. However, there is more that can be done with this program than simply adding hairs to Teddy-bears and spiders.

For example, you could create two patches of grass with opposite tropism values and then morph between them to create a field of grass swaying in the breeze. While £70 may sound a lot just to make creating fibres easier, you should ask someone who's currently working on a project that involves hair or grass if *they* are willing to pay that much.

FIBERFACTORY

DISTRIBUTOR
Cyber Systems 01843 292150

PRICE
£99.99

SYSTEM REQUIREMENTS
LightWave 3.0 and lots of RAM.

SPEED ●●●
Loading objects can take quite a long time, but the actual creation of the fibres is pretty quick.

MANUAL ●●●●●
Even though the program is very intuitive, the manual is still well-written, lucid and contains plenty of useful tips.

ACCESSIBILITY ●●●●●
The program is extremely easy to use and you could quite happily get by without a manual.

FEATURES ●●●●
Pretty much everything you could possibly want to create very realistic fibres.

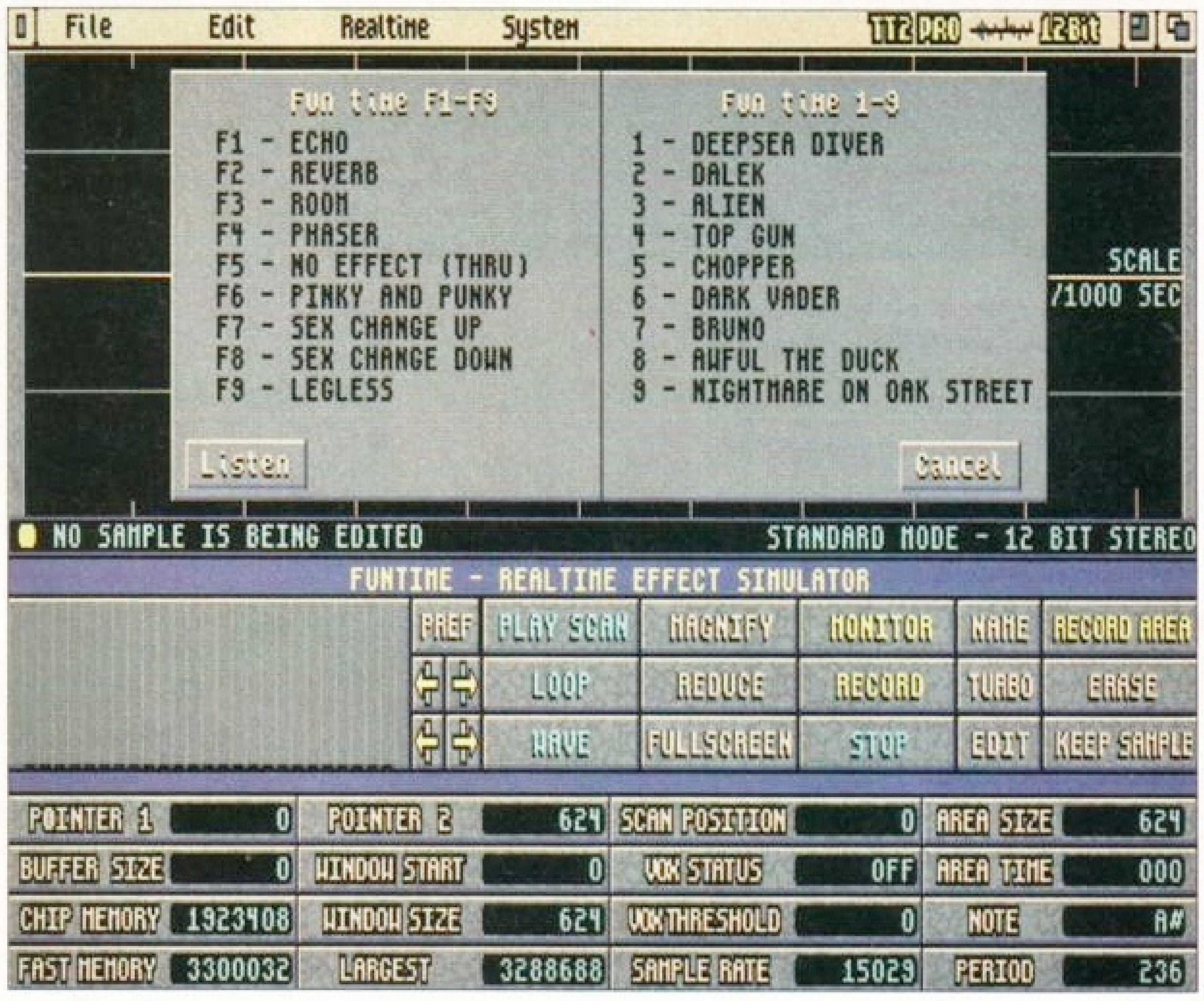
VALUE ●●●
100 bucks is a lot of money, but it's really a specialist tool and not many copies are likely to be sold.

"If it is realistic hair you're after, then this is just the ticket."

85%

Technosound Turbo 2 Pro

With this sampler, you don't have to have a single musical bone in your body to produce some great-sounding tracks. Graeme Sandiford tests the new upgrade.



One of the most fun parts of using *Technosound Turbo* is the real-time special effects.

One of the most popular hardware-purchase for serious home computer-owners is the sampling cartridge. For some inexplicable reason people seem drawn to these small devices and gain hours of enjoyment loading sounds and music into to their machines, altering or sequencing them and then playing the results to anyone who'll listen.

Even though I can't claim to understand the attraction, I have to admit that after buying an external drive, a sampler was the first piece of hardware that I bought for my Amiga. In fact, it was an earlier version of the model that is being reviewed – the *Technosound Turbo*.



This is the main screen of the program which enables you to edit and record samples.

As with most popular markets, the competition in the sampler-making industry has been fierce, but over the years the *Technosound*-range has remained the firm favourite of the nervous beginner.

The main reason for this success has been a simple interface, combined with a selection of fun effects, which has enabled novices to get quick results.

Although some might argue that the interface is starting to look a little dated, I was quite pleased to see that *Technosound Turbo Pro's* interface has not changed much – after all, the Workbench 2-look, that has become popular with most program, might be functional, but it could hardly be called fun.

As with previous version, the top half of the screen is occupied by a sample-window that shows the current waveform that is being played or edited. As with most sampling software, once a sample has been recorded, you can mark an area to played, edited, or save from the main waveform by clicking with the left and right mouse-buttons.

The bottom of the screen is filled with several status indicators that provide useful information about your system, the sample and the defined sample-area.

This includes things such as how much memory is available, the position of the left and right pointers, the size of the sample at its rate.

Between these two areas of the screen, you'll find the same tools for playing and editing the sample area as in the previous version of the program. Likewise, the menu-items, such as the preferences and effects, have remained more or less the same.

In fact, except for the changes in the main interface, the software hasn't really changed that much. You still have

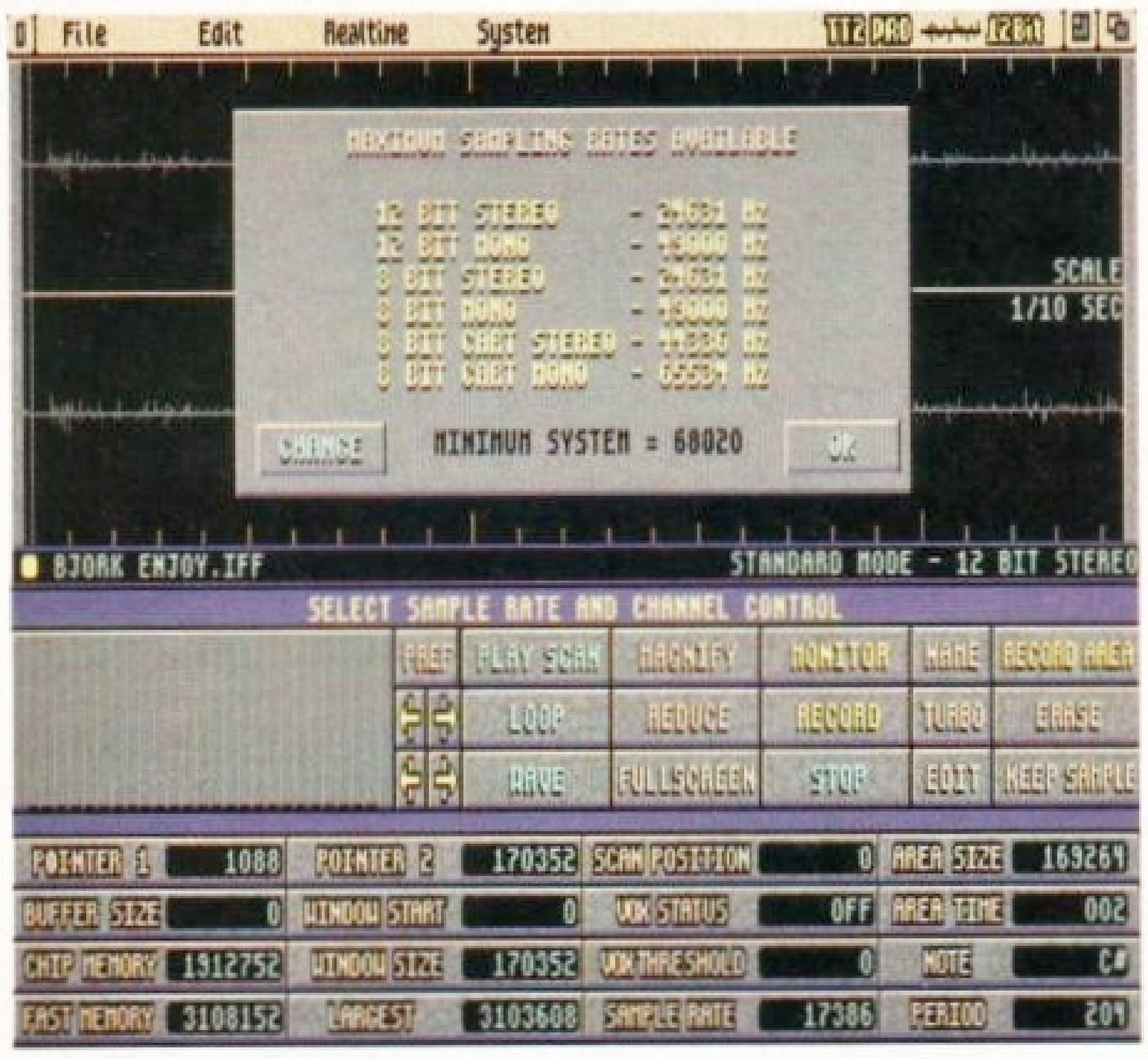
HOW FAST CAN IT GO, THEN?

SAMPLING MODE	680020 HZ	68000 HZ
12-bit Stereo	24631	15977
12-bit Mono	49000	30576
8-bit Stereo	24131	22168
8-bit Mono	49000	40305
8-bit Cart Stereo	44336	32841
8-bit Cart Mono	65534	65534

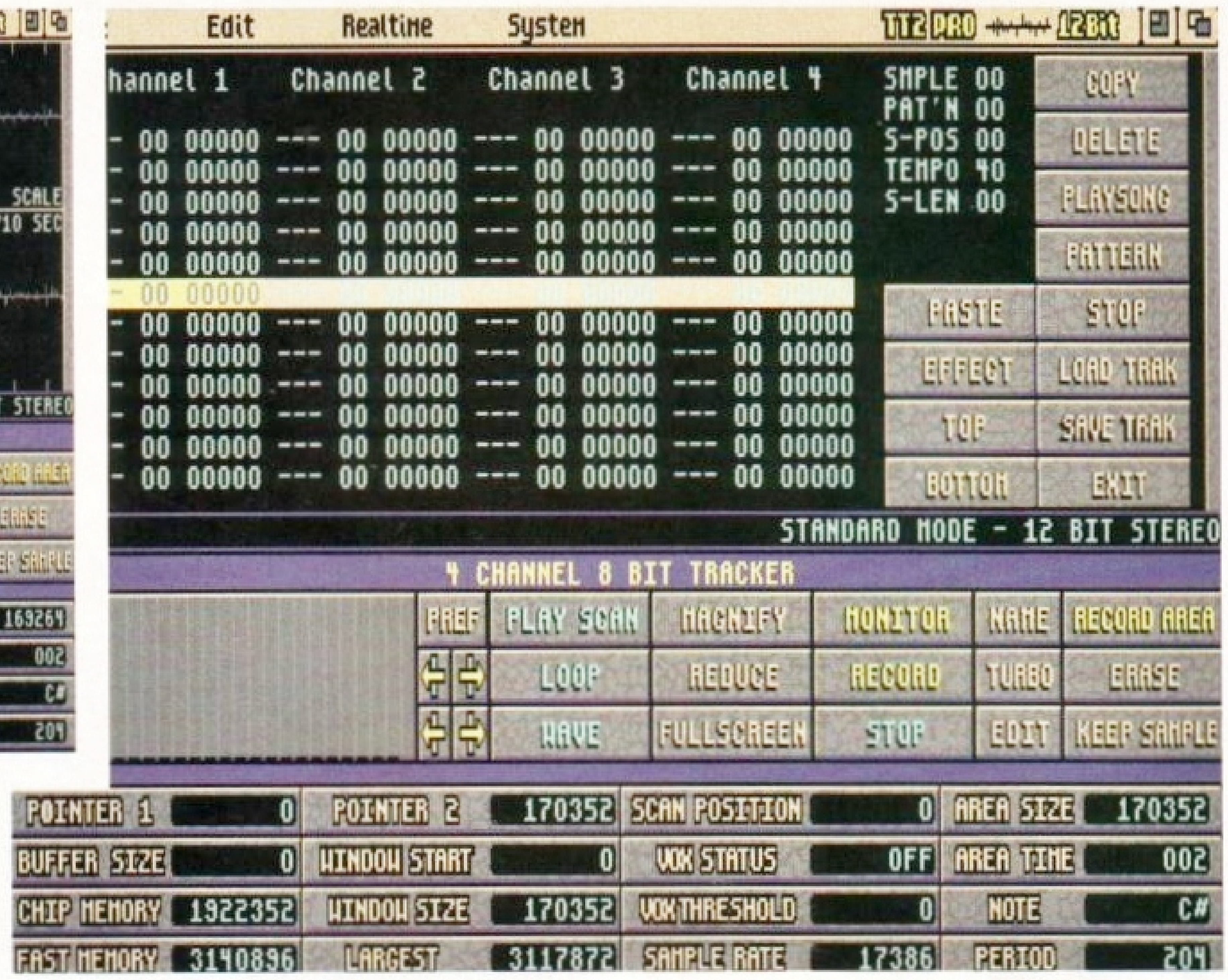
This table represents the maximum sampling-rates that can be achieved with *Technosound Turbo 2 Pro* on a 68000 and 68020 CPU (the A500 uses a 68000 and A1200 the 68020). The 12-bit and 8-bit speeds are those attainable with the 12-bit cartridge running in 12- and 8-bit, while the remaining speeds are for the 8-bit cartridge.

The faster the sample-rate, the better the sound-quality will be. However, sounds sampled in 12-bit mode will be clearer than those of the same speed and greater in 8-bit mode.

Continued overleaf ➡



There are a variety of different sampling-speeds available, depending on your CPU.



Once you got your samples, you can use them in your latest tune with the Tracker module.

a choice of real-time effects that can be applied to a sample as it is being played or monitored. The effects include a phaser, echo, reverb, sex change, ramp and plenty more. It is possible to create and save your own effects.

One of the best features of the previous version was the ability to sample direct to hard disk. This is great news for people with limited memory and means that you can also create enormous samples.

However, you can't sample in stereo while in this mode – it's quite understandable really, but you can make use of a pseudo stereo-mode. Samples can also be played back from disk and even sequenced using the program's Sequencer tool.

The most significant difference between this and the last versions of *Technosound* (*Technosound Turbo 2* as featured on issue 73 's Coverdisk) is the sampling hardware itself. To give you even clearer samples, there is an optional 12-bit cartridge.

The cartridge appears pretty much the same, except that there is another, smaller cartridge that plugs into the serial port of your machine. This is to provide the new cartridge with its power-supply. There is also a very useful dial mounted on it, for controlling the volume input.

The model I reviewed, although fully-working, had a slight design-flaw that will only affect users of big-box Amigas, like the A4000 and A3000. The cable between the two cartridges is too short to reach between the parallel and serial ports of these machines.

Thankfully, after contacting the manufacturers, New Dimensions, they are going to produce units with longer connection leads for A4000- and A3000-users.

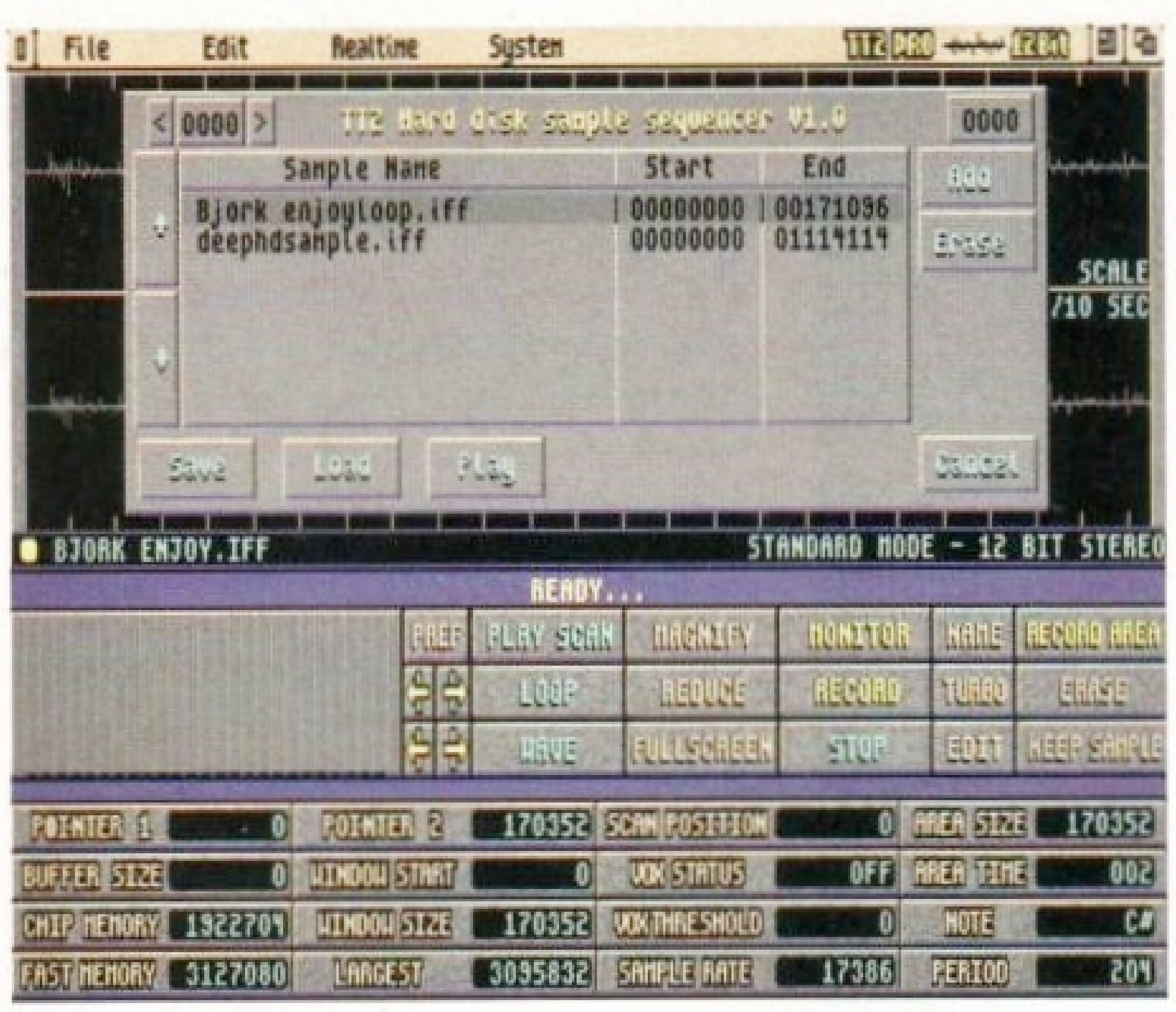
The software enables you to change sampling-modes between 8- and 12-bit. The sample-rates you can use depends on your CPU (for more details, have a look at the table "How fast...?"). The rates can be set in the Preferences editor screen, which will also ask you which processor you have in your machine.

The quality of the samples that can be obtained are indeed better than before. However, there are some limitations on how 12-bit samples can be edited. For example, 12-bit samples cannot be loaded into the Tracker, or be recorded to, or played from, hard disk.

All the same, the 12-bit cartridge is a good option for those who are looking for an improvement in their sample-quality. However, at £10 for an upgrade from version 2 to Pro, changing your existing software is not such a clear-cut decision.

The major difference really lies in the interface, which makes editing samples a little easier, but also leaves the way open for upgrading to the 12-bit sampler. If you think that you would like to upgrade your hardware at a future date, then £10 is a relatively small price to pay.

Not only is it possible to record and play back samples to and from hard disk, they can also be sequenced.



TECHNOSOUND TURBO 2 PRO

DISTRIBUTOR
New Dimensions 01291 690933

PRICE
- 8-bit version £39.99
- 16-bit option an additional £39.99
- Upgrade from *Technosound Turbo* to *Pro* £10

SYSTEM REQUIREMENTS
1Mb RAM

SPEED ●●●●
Fast enough to produce samples at higher-than-CD quality. Hard disk playback is a little slow, though.

MANUAL ●●●●●
On the whole, not bad, but a little sketchy in places.

ACCESSIBILITY ●●●●●

This is still the best entry-level sampler around.

FEATURES ●●●●
More than enough features for most beginners.

VALUE ●●●●
The 12-bit option is good value if you want better quality, but the software-upgrade is only *just* worth £10.

"If you want to get into sampling, then this is the one for you"

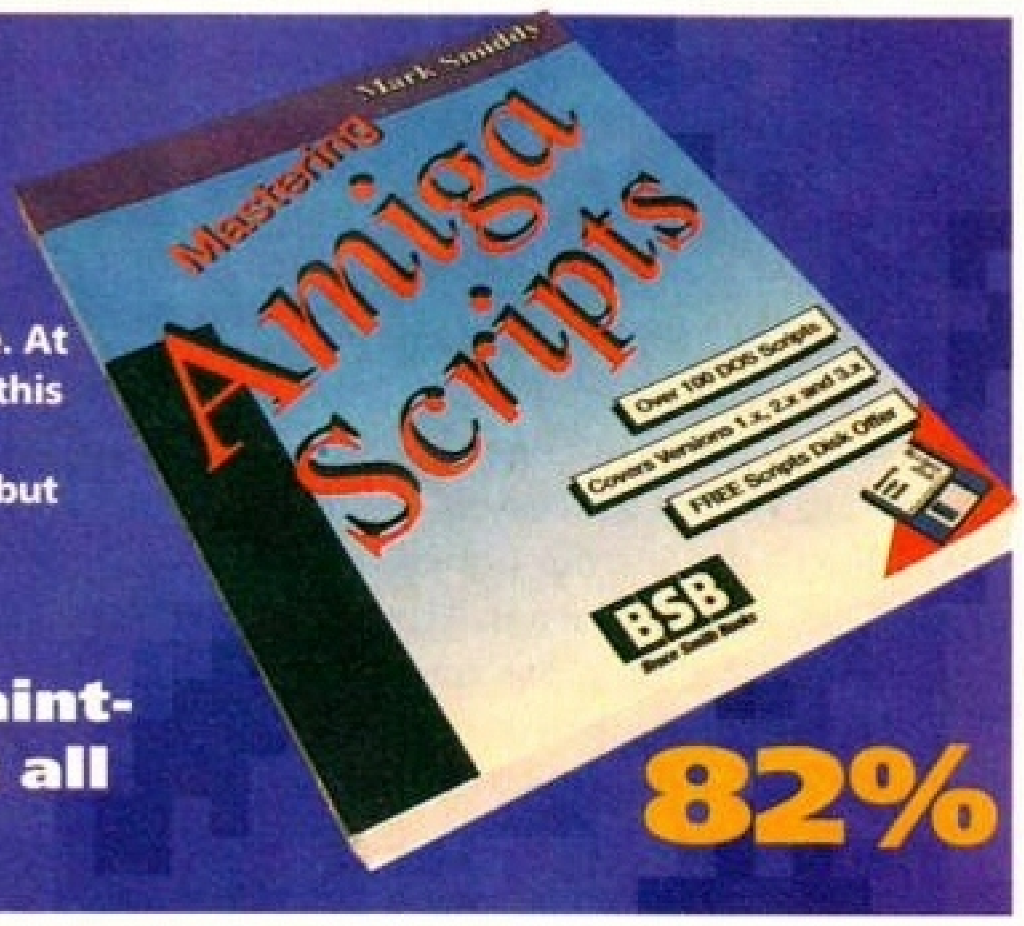
87%

Bookshelf

Graeme Sandiford tests the ability of his fingers to turn pages rather than tap on a keyboard.

MASTERING AMIGADOS – SCRIPTS

Bruce Smith Books ■ 01923 894355 ■ £19.95
Author: Mark Smiddy ISBN: 1-873308-36-1



The Amiga's Operating System is quite simply one of the most powerful and versatile ones around and AmigaDOS's scripting capabilities have long been an interest of mine. Nevertheless, I was still quite surprised by the contents of this book, which takes script-writing from performing routine tasks, to a whole new level of programming.

The main thrust of the book is to show you how to use the AmigaDOS to create fully-working and useful utilities. To achieve that aim, there are plenty of tutorials with program-listings, which are also included on a disk ready for you to use. At times, the book is a little heavy-going, but this is due to its subject-matter.

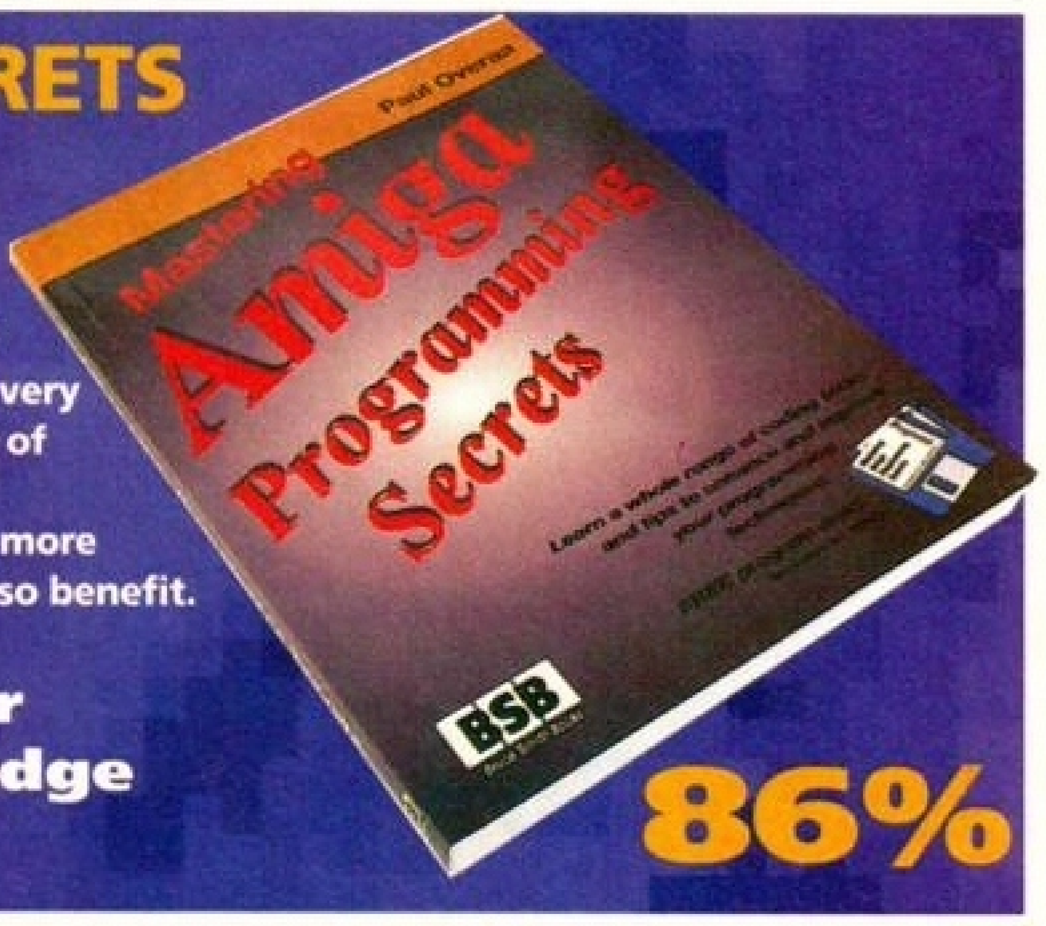
This really is not a book for beginners, but should appeal to the hardened Amiga-user.

"Not a book for the faint-hearted, but excellent all the same."

82%

MASTERING AMIGA PROGRAMMING SECRETS

Bruce Smith Books ■ 01923 894355 ■ £21.95
Author: Paul Overaa ISBN: 1-873308-33-7



As with *Mastering AmigaDOS – Scripts* this book is not aimed at beginners and therefore expects you to have a good understanding of programming. It is intended to bring your skill and knowledge on to the next level and concentrates on C and Amiga Assembler as the languages to be used.

However, it is more than simply a collection of routines because it provides you with plenty of background information. Some of the techniques covered include custom bootblocks, Exec interrupts, smooth scrolling, copper-list effects and the fascinating topic of abstract datatypes. Of course a great deal of what is discussed is very complicated, but not all of it is exclusively of interest to programmers.

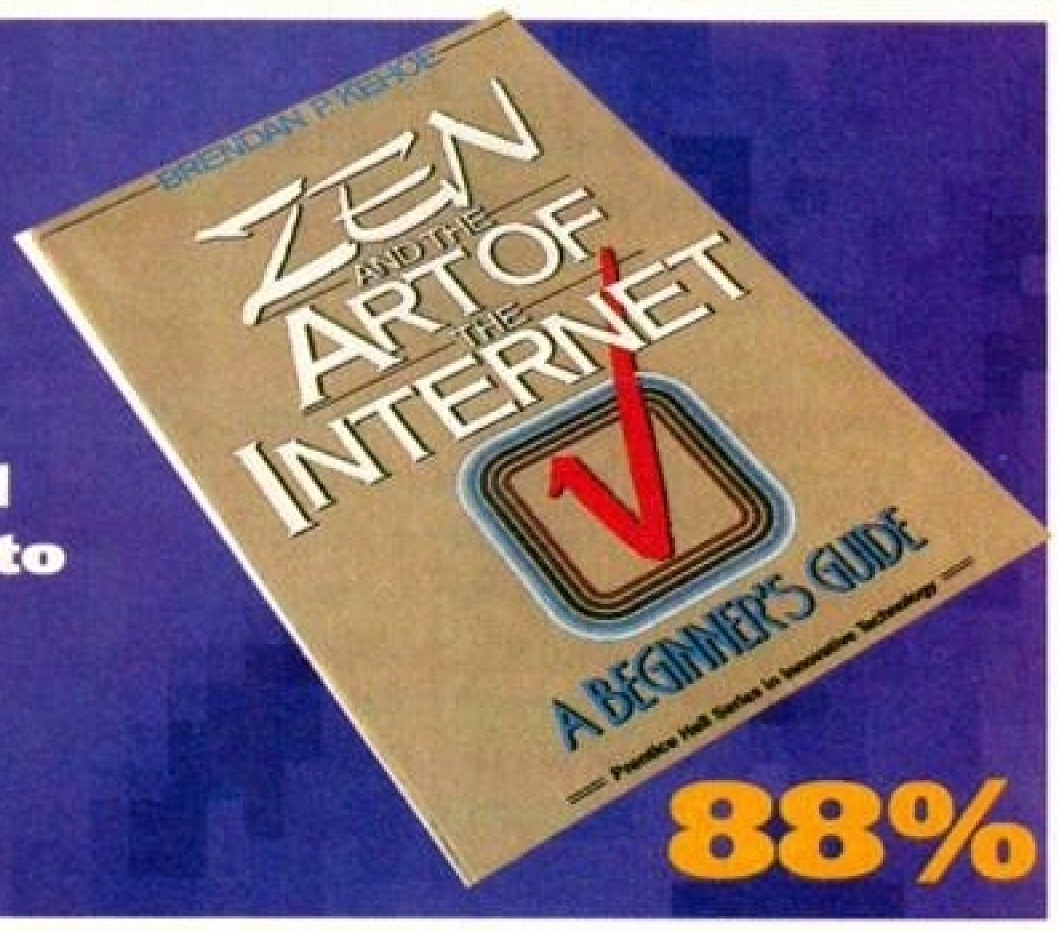
Anybody who has a desire to find out more about the way their machine works will also benefit.

"This book takes your programming-knowledge to the max."

86%

ZEN AND THE ART OF THE INTERNET

Available from most bookstores ■ £18.25
Author: Brendan P. Kehoe ISBN: 0-13-010778-6



The clamour and the hype surrounding the Internet seems to be lessening, but it still remains an important resource.

This book is a beginner's guide to the Internet and sets out to explain in the simplest terms possible what the Internet is, how it works and what it can do for you.

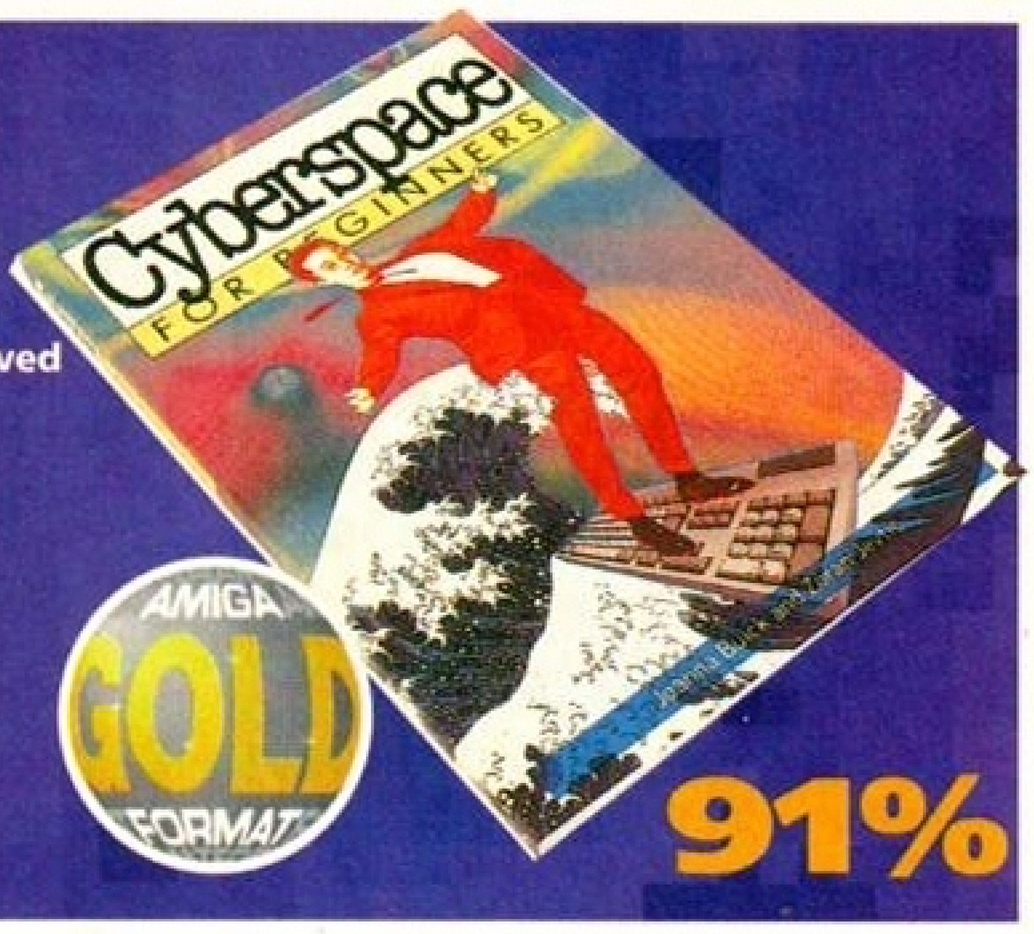
It covers FTPing, newsgroups and E-mail. It's a tiny book, just over 100 pages, but does a good job of explaining all you need to know about the Internet.

"An aptly-named and very effective guide to the net."

88%

CYBERSPACE FOR BEGINNERS

Available from most bookstores ■ £7.99
Author: Joanna Buick ISBN: 1-874166-24-2



In their quest to bring enlightenment to normal folk, the "For beginners" team have turned their attention to the computer in their latest book Cyberspace For Beginners.

This 174-page book does an excellent job of introducing the computer novice to virtually all aspects of computing and information technology. The writing-style and art design make it accessible and hugely entertaining and provides plenty of insightful observations, while drawing the reader's attention to the social issues that are involved in the advancement of technology.

"A ludicrous, informed, insightful and hilarious look at the machines we love to hate."

91%

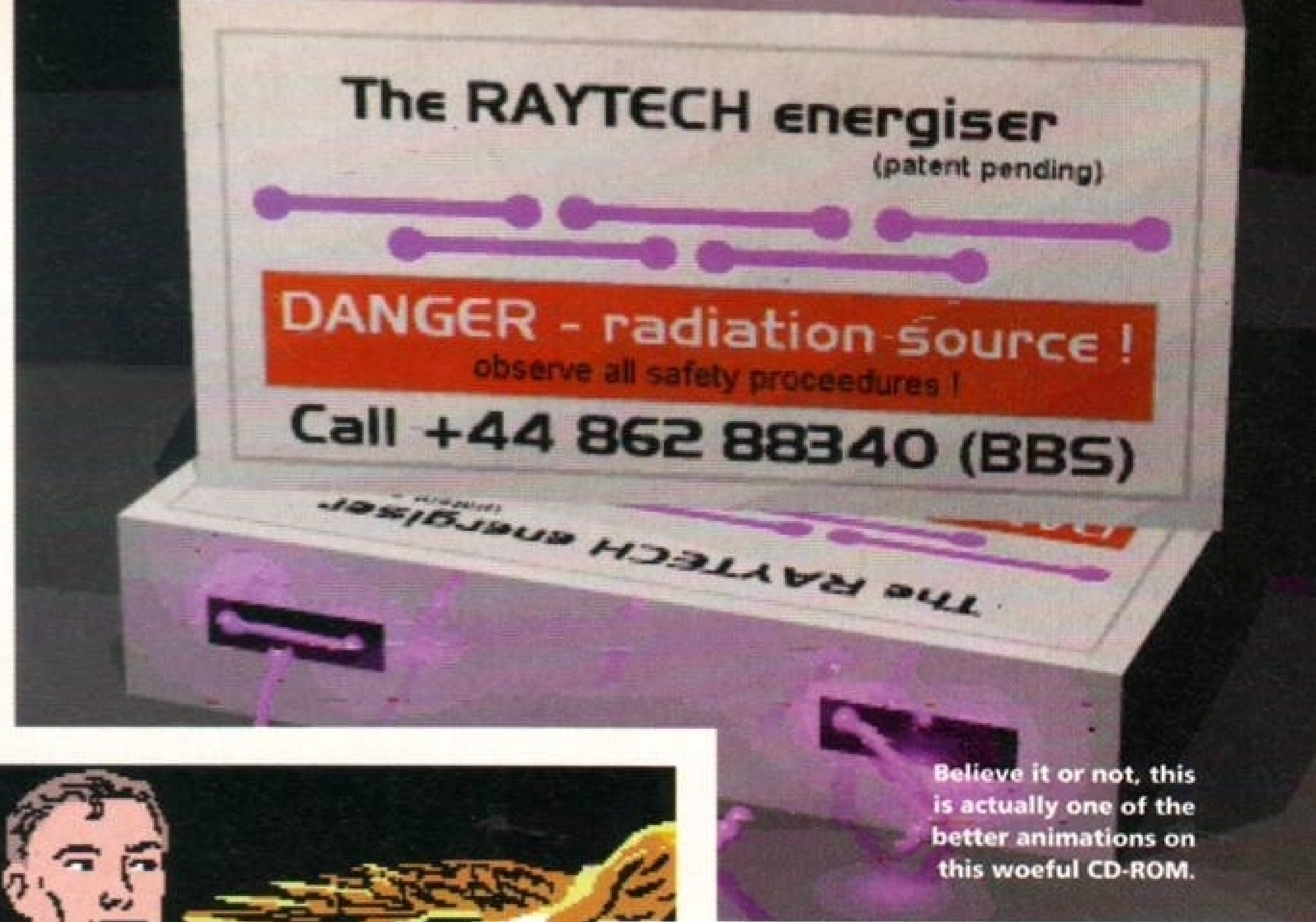
Weird Science Animations

17 Bit ■ 01924 366982 ■ £17.99

Yep, you've guessed it, this is yet another CD-ROM full of animations; actually it's a double-pack, so it's two CDs full of animations – how's that for innovation? While it may seem that you're getting twice the value, it just means that you have to spend twice as long trying to find the good animations amongst the majority of the crap ones.

Believe me, they are, for most part, *unbelievably* crap. I spent hours just wading through soporific animation after soporific animation in the vain hope that I might find a decent, new animation. In the end, I did find a few, but not even enough for a football team. The majority of the animations are incredibly old, or unbelievably unimaginative. Pretty much all of the good ones I *did* find, such as some Craig Collins animations, were at least two years old.

The collection's sole good point is its AmigaGuide front-end, which can be successfully used to display the various animations.



Believe it or not, this is actually one of the better animations on this woeful CD-ROM.



I don't think there's much to be said about this one, is there?

"It doesn't contain any good animations that you haven't seen before."

65%

CD-ROM

Terra Sound Library

PD Soft ■ 01702 466933 ■ £19.99

Let me just say that I not a music-buff and really wasn't looking forward to reviewing this CD. However, once I loaded it, I found myself thoroughly engrossed for hours exploring the various directories.

In fact, I soon found myself thinking things like: "Wow that's a smooth loop" and "That thumpin' breakbeat would go wonderfully with that riff in the techno directory". I had to tell myself, despite the surging feelings of musical creativity, that I have zero musical talent and this is all the creative work of someone else.

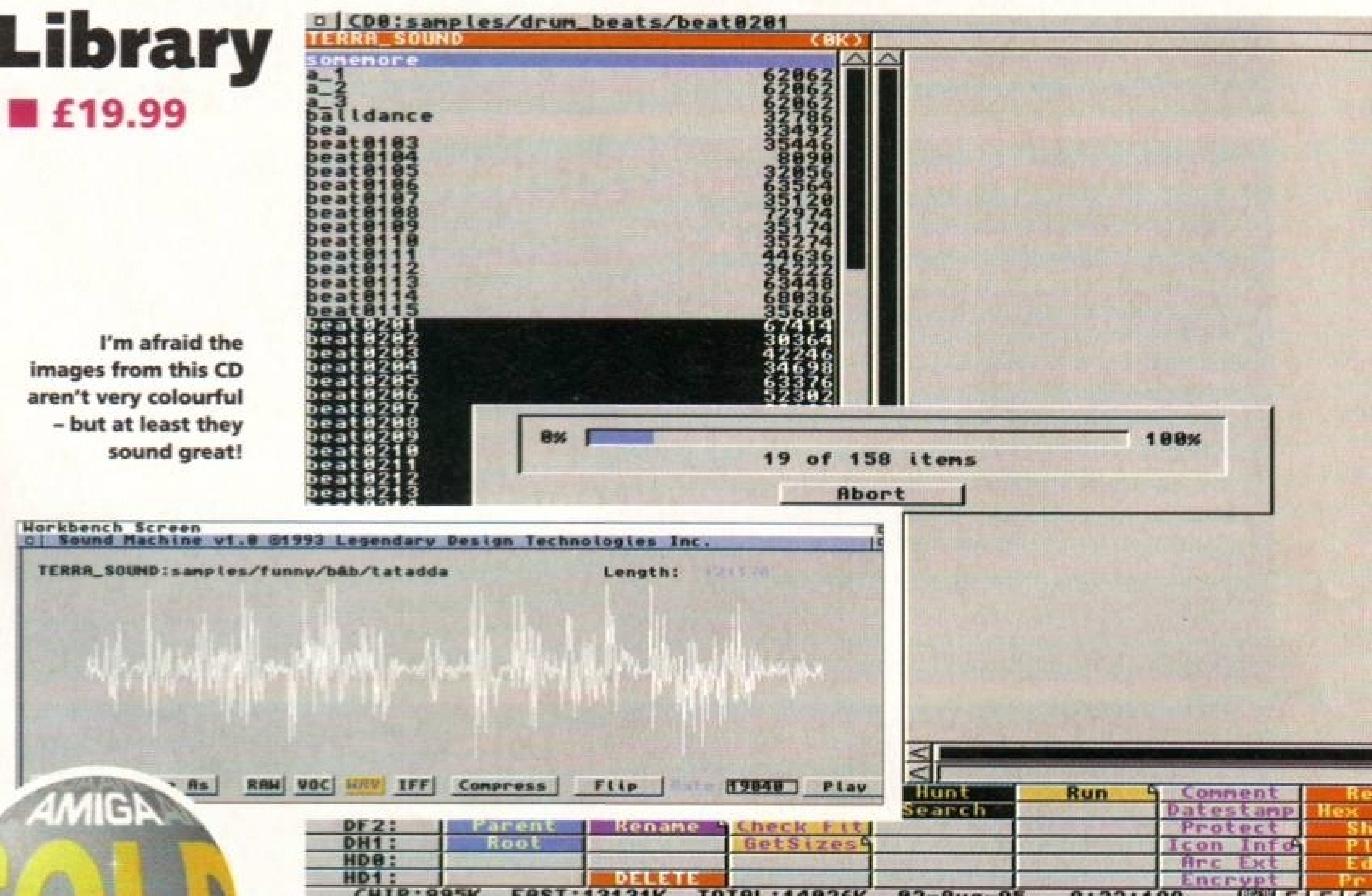
The format of the disc is very simple with directories devoted to certain types of files or programs.

The first one to draw my attention was the Samples drawer. This not only contains samples of musical instruments, there are also some wonderful FX, cartoon sounds, speech, Star Trek and Beavis and Butthead directories. There is also a directory containing extra large samples, some of which are nearly 3.5Mb in size!

The Player-Composer directory contains simply *heaps* of mod-playing and music-making PD programs, plus a couple of CD-players.

An even larger directory is the one containing the MIDI files, which in turn is dwarfed by the immensity of the mods drawer which contains over 275Mb's worth of music modules.

All in all, this is the most fun I've had with a CD for a long time. I'll just have to keep telling myself "I'm not a musician, I'm not a musician…".



I'm afraid the images from this CD aren't very colourful – but at least they sound great!

AMIGA GOLD FORMAT

"This CD is a must for anybody even remotely interested in music."

93%

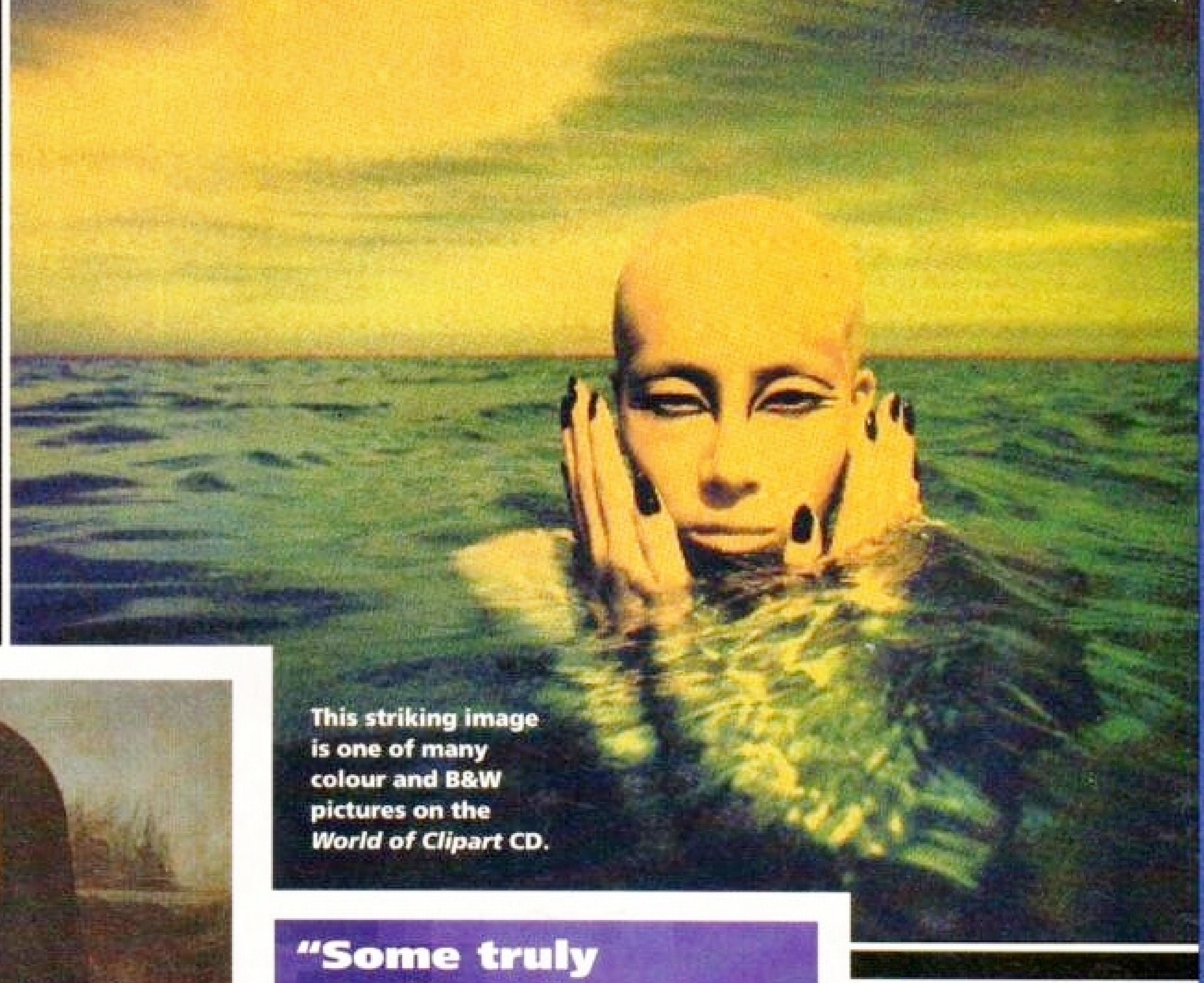
World of Clipart

Epic ■ 01793 490988 ■ £17.99

This collection is at an immediate disadvantage, when compared with the other two clip-art CDs, because of its lack of a catalogue of images. One advantage it *does* have is that it's a double-CD and therefore has twice as much storage capacity.

This extra storage space is put to good use by including plenty of colour images. Pretty much all of the colour images are of exceptional quality and, though they are not much use for B&W DTP, they are very useful for multimedia, or other projects that need a ready source of on-screen images. The directories are arranged in order of file-formats and then subject-matter, which makes finding what you want quite easy.

This is another good collection and the images are on the whole of much better quality than the other collections, but it loses a few points due to it not having a catalogue.



This striking image is one of many colour and B&W pictures on the *World of Clipart* CD.



Now, don't get any ideas involving this image and a colour ink-jet – Interpol will be on to you.

"Some truly excellent images, but finding them can be a bit tricky."

85%

Round-up

FUTURENET

Don't panic if you missed any of the CD-ROM reviews – every single one is available on FutureNet. What, you haven't logged on yet? Do so at once! HTTp://www.futurenet.co.uk

Cliptomania CD

PD Soft ■ 01702 4466933 ■ £39.99

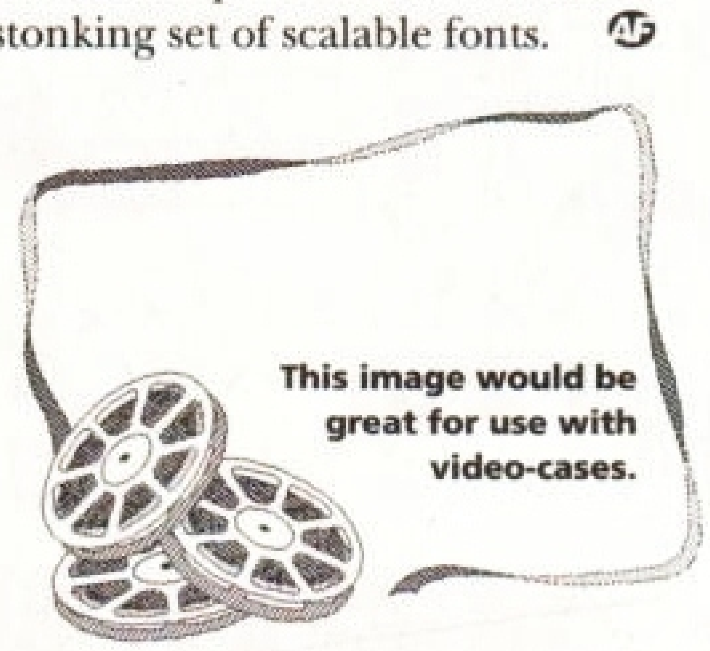
Wow, I can hardly believe my luck – two clip-art CD-ROMs with printed examples in one day! This German CD-ROM comes with an A4-sized booklet with thumbnail images. As with PD Soft's collection, it is organised by directory, but instead of organising the images by theme, they are stored alphabetically, even though many of the names are pretty obscure and usually consist of a couple of letters and a serial number.

However, the subjects covered are at least as, if not more, numerous as the PD Soft CD. The style of the images is also wide-ranging; there are plenty of symbols, hilarious cartoons and even some fantasy images. Their quality is very good, but £40 is way too much.

This is an excellent collection of old-school clip-art and even contains a stonking set of scalable fonts.



There are plenty of cartoon-style drawings on the *Cliptomania* CD, as well as more serious ones.



This image would be great for use with video-cases.

"A high-quality collection with some fabulous fonts too."

78%

PD Soft Clip Art Collection 2

PD Soft ■ 01702 466933 ■ £19.99



Pooh, what a stench! Could someone please pass a packet of virtual 'Odour-Eaters', before I pass out!

The first thing that impressed me about this collection was the small, but reassuringly thick, book that accompanied it. This mini-catalogue of the CD's contents is something that clip-art compilers all too often forget to include, much to the annoyance of most people involved in DTP.

The book is divided accordingly into directories and gives the path to them at the beginning of each section. The topics that are covered are varied and interesting and include several unusual images.

This is a good sound collection with plenty of variety and an excellent catalogue. The minus point is that many of the images are of a low resolution and can therefore only be used in a small size.

83%

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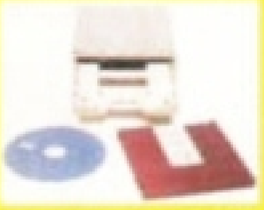
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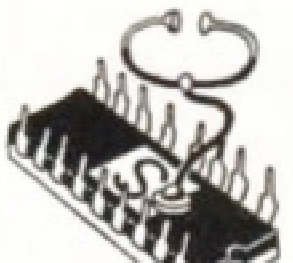
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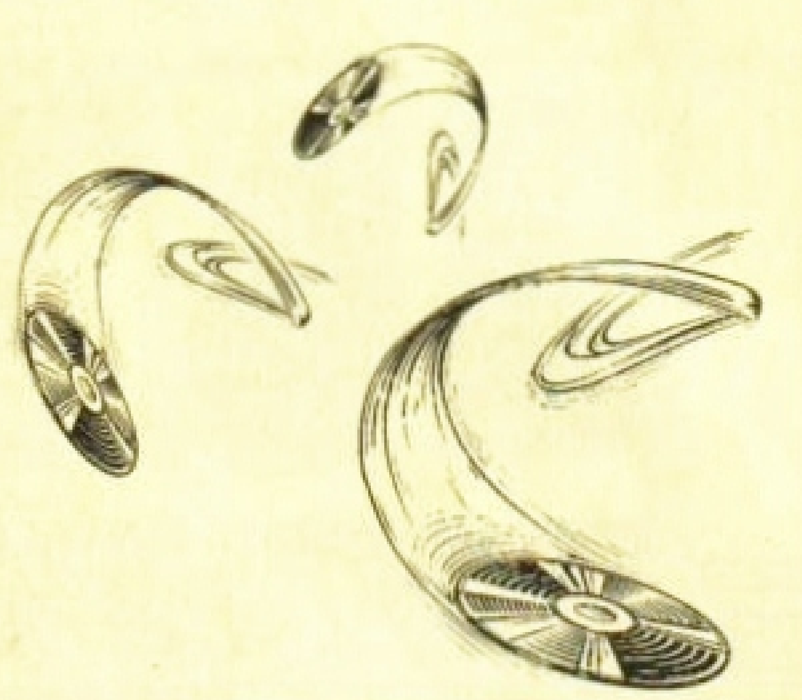
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PHASE 1 - RELEASE DATE: 11.09.95

Fonts Type1 **EMC** 4,5,6,7,16 - CG **EMC** 8,9,10,24,24 - PDraw **EMC** 18,19,20 & 52 Clipfonts

Clipart Fully sorted into sub-directories (number of directories listed in brackets)
IFF Animals (114), Fantasy(27), Music(12), People(73), Religion(12)
IFF Col Birds, Cars, Cats, Dinosaurs, Dogs, Fish, Horses, LionKing, Music, Planes & Reptiles.
EPS Animals, Buildings, Computers, Food, Logos, Office, People, Transport, USA & World.

Images (in IFF 16 colour, Ham interlace and IFF 256 colour formats)
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PHASE 2 - RELEASE DATE: 06.11.95

Fonts Type1 **EMC** 17,27,29,77 - CG **EMC** 25,26,30,31,82 - Colour **EMC** 48,49 & 71 Imagine

Clipart Fully sorted into sub-directories (number of directories listed in brackets)
IFF Alphabet(4), Borders(16), Buildings(6), Cartoons(17), Computers(7), Education (5), Electric (6), Food (90), History (5), Natural (59), Space&SciFi (3)
IFF Col Fruit, World Maps (of every country on Earth!), Ships, Vegetables.
GEM Arrows & Stars, Borders, Buildings, Clipart, Office, OtherStuff, Photo, Transport.
IMG Animals, Cartoons, Food, OtherStuff, People, Plants, Sports, TheArts, Transport, Xmas.

Images (in IFF 16 colour, Ham interlace and IFF 256 colour formats)
America, Babylon5, Birds, BorisV, Britain, Dogs, Egypt, EQuest, Famous People, Girls, Kelly, Military, NightBreed, Panoramas, People, SciFi, Terminator, Textures, Star Trek (TNG), V, Water Scenes, Wildcats, World, World People and 70+ megabytes of 736 x 566 Video Backdrops in IFF 16 & 256 colour formats.

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EMC

Workbench

Life is full of mysteries and the Amiga is certainly no exception. **Graeme Sandiford** knows all about the quiet strength and willfulness of his "favourite" machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



The A600 has seen its best days and, unfortunately, can't be turned into an A1200.

ESCOM THE SAVIOUR

Now that Escom have saved Commodore, I am thinking of re-entering the Amiga-fray, possibly to buy an A1200, preferably as soon as possible, and was hoping you could answer some questions for me:

1) Should I buy an A1200 immediately, or should I wait for an Amiga to be released with a faster processor, say a 68060, and better graphics?

2) Why are hard drives for the PC so much cheaper than Amiga hard drives are? For example, a Western Digital IDE hard drive costs around £319, for a 1.1Gb drive with only 10ms access time, while for the Amiga, you could only get about 400Mb for £349!

3) Is there any way that you could convert an old A600 to an AGA machine? RAM upgrades are easy to find, but could you upgrade a graphics chipset to AGA, or would you need a whole new chipset? (If it's even possible.)

4) Why do Amigas still have that crap, bulky power-supply and not an internal one? It would also be a good idea to get a decent CD-drive fitted as standard in Escom's new machines, because the CDs have had a major effect on the PC world.

Along with a fairly large hard drive, which should definitely come as standard in *all* Amigas, the whole caboodle could retail for under £500 and seriously give the PCs a real run for their money!

That's all, but keep up the great work at the only decent Amiga magazine and please try to answer my questions, or pass me on to someone who can.

Iain MacLeod
Forres, Morayshire

1) Deciding whether to buy an A1200 now, or waiting for a new come out is basically the same as deciding whether to buy any computer hardware. You have to ask yourself: "Can I wait until the model comes out, or will I die from frustration and impatience first"?

It's going to be a month or so before the standard Amigas will get back into production and much longer until new models are developed. Personally, if I didn't have my A1200, I would be too impatient to wait for a new model.

2) The usual reason for the differences in price is that the Amiga and PC markets are still quite different. Pretty much every PC-owner has a hard drive, while relatively few Amiga-owners do – as a result there is much more demand for hard drives, especially larger ones, in the PC market.

Also, drives for A1200s and A600s need an adaptor-cable; they are also 2.5 inch instead of 3.5 inch. The 3.5 inch drives are cheaper to make and in the PC markets 2.5 inch are only used in laptops. However, having said that, the prices are still higher than they should be.

3) I'm afraid not. You'd need to upgrade the CPU as well as the graphics chipset and the A1200 is a 32-bit machine, while the A600 is a 16-bit. Unfortunately, it is not possible to change any of these.

4) If I believed in evolution, I'd probably say that the PSU was used as a defensive weapon in more primitive times. However, there is no good reason, aside from having to re-design the A1200 of course, for the huge power-brick the Amiga is lumbered with.



The SX-1 is a great CD³² expansion unit, but an expansion unit for this expansion unit is now available from Hi-Q.

A DRIVING FORCE

I am a CD³² owner and I have recently upgraded my console with the following: SX-1 expansion module: two disk drives, printer, keyboard and a Goliath power-supply.

I own quite a lot of software, ranging from *Wordworth 3.1SE*, to *Directory Opus*, to PDs.

I would like to install many of these on a new hard drive, which I am looking for at the

Continued overleaf ➡

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer:

____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer:

____

Hard disk: ________ Mb as DH________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer

____

Details of other hardware:

____

MORE POWER

I have been doing some thinking lately. Now that Escom have bought the Amiga technology, we expect them to improve on the current state of affairs. Recently I bought an A4000/040LC for a great deal of money (£1,500) and I have been wondering: Was it a wise decision?

I use my Amiga for 3D and 2D graphics and for composing music. In the need for more power, I was thinking of upgrading the processor, and the sound and graphic capabilities. This means 060 CPU, 16-bit sound and 24-bit graphics. Rumours say that the new Amiga will feature these things and even have the RISC included – furthermore it would be very cheap.

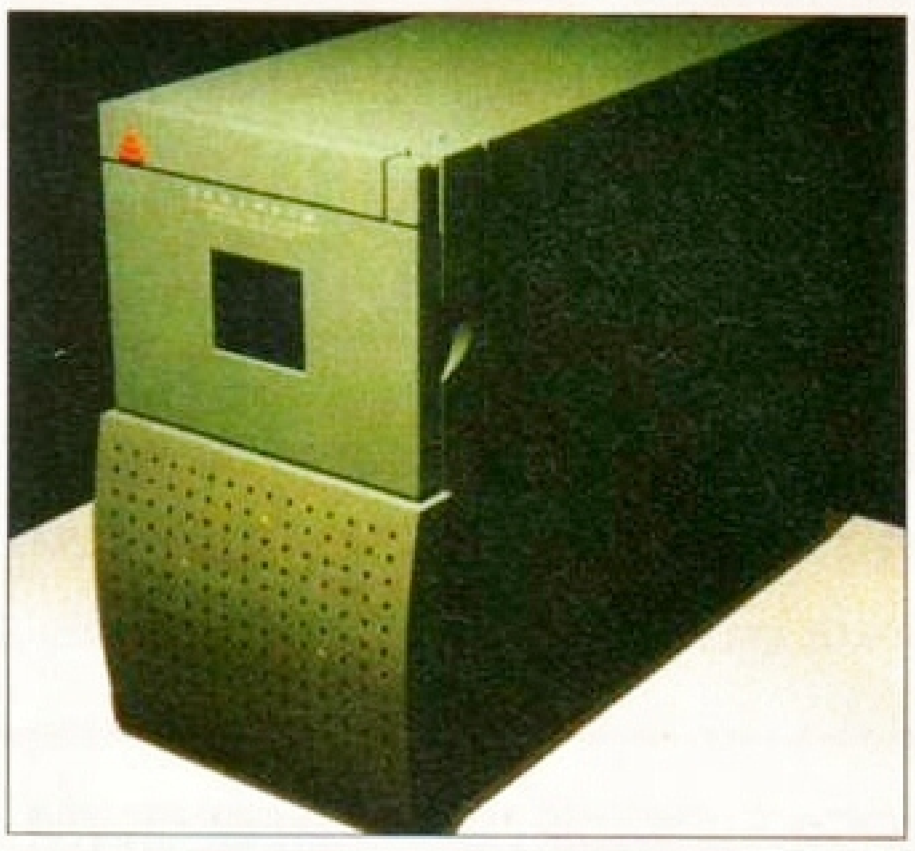
I really do not know what to do... Should I wait for the next Amiga, or should I upgrade now? Or is it possible to upgrade my Amiga to the same standards (for a cheaper price)?

As my budget is pretty low I cannot afford to make any mistakes. I have heard so many rumours that I don't know what to believe.

P Sommer
DK

This question always raises its head when someone is considering buying new computer equipment. Whenever you buy new hardware, it is inevitable that it is going to become out-dated. When it comes to the A4000, it's doubly difficult because there are no hard facts about that generation of machines.

The only thing that seems certain is that we will see the release of the A4000 and A1200 in (more or less) their present form before we'll see any new machines. If you want a more powerful machine, then the best way of getting one at the moment is upgrading your existing machine.



While Escom have made their plans to make more A1200s and A4000s known, the next generation of machines is still a mystery.

← moment. But I am very confused about the subject-matter and wondered if you could answer some questions and suggest a hard drive suitable for me. My questions are:

1) Will *any* kind of 2.5 inch hard drive fit inside my SX-1, whether it be advertised for use with an Amiga, PC or any other machine?

2) Is there any way of fitting a 3.5 inch hard drive externally, because I can get them much cheaper (about £155 for a 560Mb hard drive)?

3) What is the DB37 external IDE hard drive connector for? The SX-1 user guide says it is for a second hard drive, or for one which is too large to fit internally. What does this mean, and what do you need for it?

PS. Here is some useful information for how to install fonts from a CD into Wordworth 3, if you need it.

1) Get the required CD you want to install the fonts from.

2) Write down the path to the drawer with the fonts in. For example, Name of CD, Drawer, etc.

3) Single-click on the Install Outlines from the WW3 systems disk, and then click on Information from the icon menu. In the tool types, type in the path to the fonts you wrote down earlier and put the other tool types in brackets; now save this info.

4) Double-click on Install Outlines and insert the correct CD when it requests it.

5) You have now installed these fonts from the CD and you are ready to use them.

(I figured this out all on my own, and it took hours to do it since I have no experience with this type of thing. It may come in handy for your *Wordworth* tutorial.)

Nathan Haigh
Linthwaite, Huddersfield

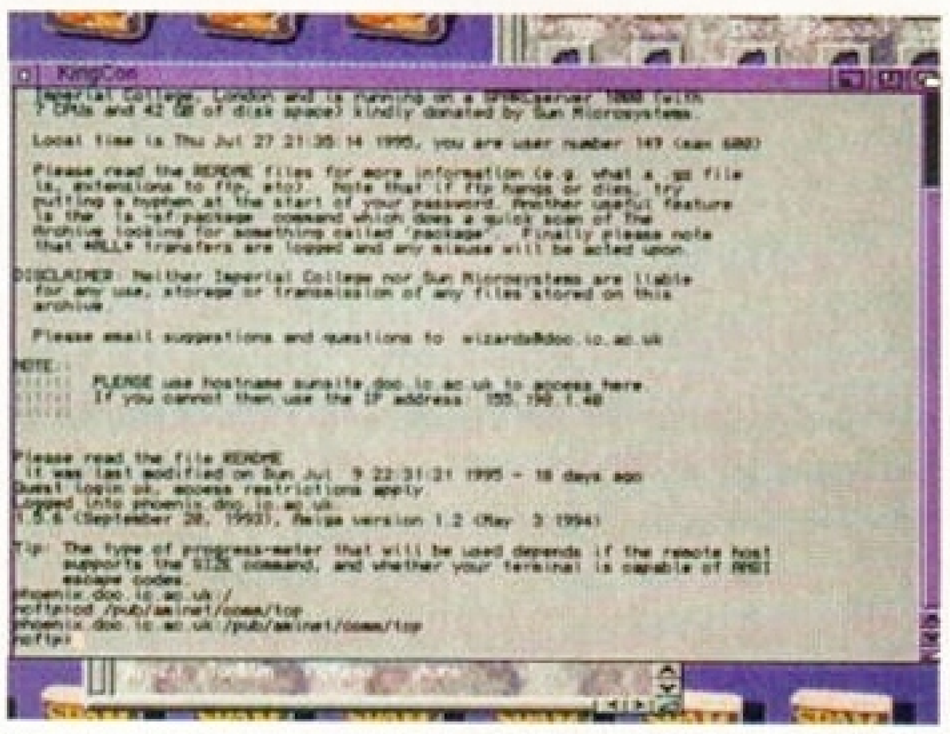
With your budding collection of software, I can well understand your desire to obtain a hard drive, Nathan. Adding a hard drive will open up a wonderful, new world of ease-of-use and storage possibilities.

1) Any 2.5 inch hard drive can be fitted internally to the SX-1, but they *must* be IDE drives.

2) 3.5 inch IDE drives are quite a bit cheaper than 2.5 inch ones and it is possible to add one externally (see answer 3). However, fitting a drive externally is a bit of a false economy, because you have to fork out for an external casing with power-supply. This will set you back a further £60-£90.

There is another alternative – Hi-Q, the makers of the Hi-Q Powerstation, have developed an expansion unit for the SX-1 (an expansion unit for an expansion unit, I guess). This enables you to fit a 3.5 inch drive internally. It costs £129.95 without a drive and £249 with a 540Mb drive.

3) This is what you would use if you intend to follow through on your original plan of adding a 3.5 inch drive externally, it's simply an IDE Interface.



The Amiga is *more* than capable of sending and receiving E-mail and browsing the Web – if you don't believe me, turn to page 122.

VIRTUAL SPACE



It is possible to install to hard disk games, like *Sensible Soccer*, that were never design to do so – but you need the right software.

My brother and I have recently bought a hard drive (if it makes any difference, it's a 540Mb, 3.5 inch internal hard drive from Trilogic) for my A1200 (unmodified otherwise).

Now I would like to copy Sensible Software games, such as *Sensible World of Soccer* and *Cannon Fodder 2*, on to it, but I don't know how to do it. Most programs copy quite normally, but these games just won't load from the hard drive. Can you help?

Also, now I have a hard drive, I wish to purchase *Sim City 2000*, but this would require 2Mb of RAM more than I actually have. I can't afford more memory at the moment, but I have heard of 'virtual memory' that uses hard drive space to supplement the computer's RAM. Are there any programs like this available for my machine and where can I get them from?

Adam Morgan
Yate, Bristol

Always good to hear from a fellow Bristolian, even if you are from Yate – just kidding. There are several utilities for installing games to hard disk available in the Public Domain. In fact, I've been told by Steve McGill, that 17 Bit software (☎ 114 278 0370) are in possession of an Installer for *Sensible Soccer*.

There are several virtual memory programs around, including the excellent *VMM*. Unfortunately, most of these require a MMU, which only machines with full '030 processors have. Although I have heard rumours of a virtual memory program that doesn't require a MMU, I have yet to encounter it, or test it out.

One thing to bear in mind is that using virtual memory is a slow business, even with a MMU – I'd hate to imagine how slow this would be *without* one. Talking of slowness, *Sim City 2000* can be excruciatingly slow, even on the office A4000.

You could find it quicker to go to uni for a few years, graduate and then start building your own city in the real world.

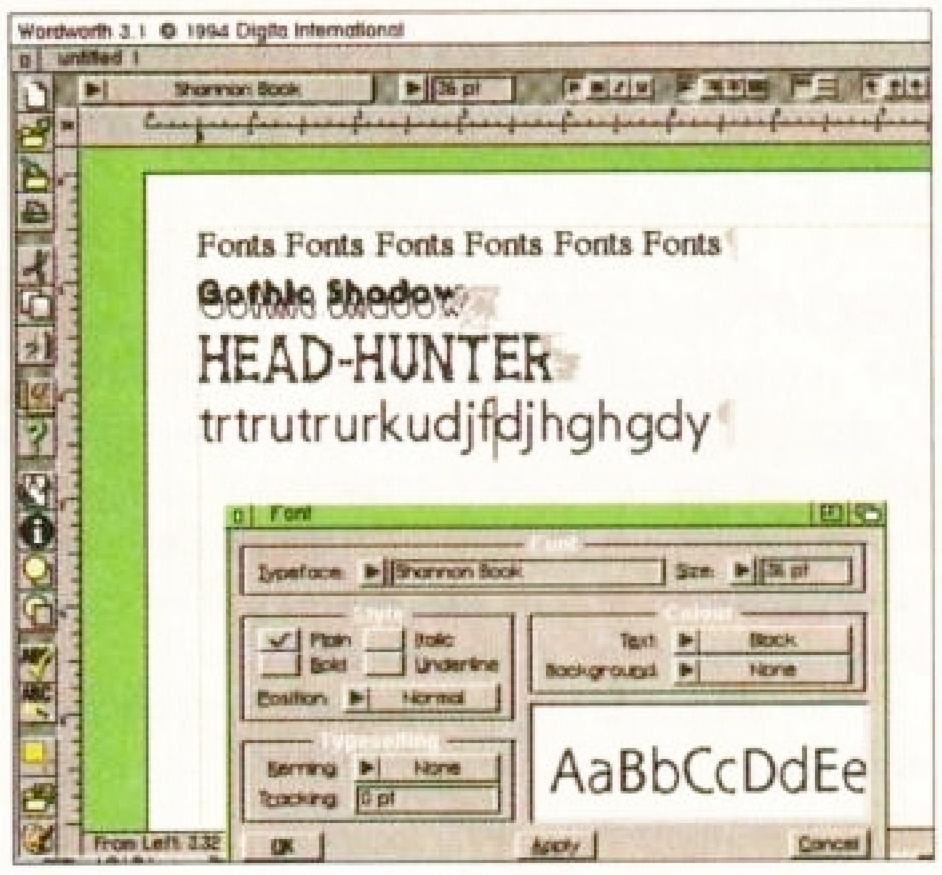
EVERYTHING YOU CAN DO, I CAN DO BETTER...

A 'friend' of mine said that you can connect the A1200 to the Internet/E-mail if you get the right equipment. Is he giving me realistic advice that will enable me to participate in the activities of the upper-class PC owners, or is he just speaking crap!

Neil Harwood
Yelverton, Devon

I'm surprised you have to ask that Neil! There isn't much, if anything, that you can do on a PC that you can't on an Amiga and I might have expected you to have spotted our regular Internet section (page 122 in this issue).

To simply get access to E-mail, your



If you have difficulty loading fonts into your favourite programs, the problem may lie in you startup sequence.

machine shouldn't have to undergo too many modifications, perhaps just a hard drive to make life easier. If you then want to get into things like the WWW (World Wide Web), you'll need extra memory too.

INSTALL NECESSITIES

I have an A1200 with a 122Mb hard drive, which I've had for over a year with no problems. However, I recently reformatted it from scratch to form three partitions instead of two and problems began.

Workbench is installed OK, but the Amiga fonts are not on the drive and I keep having to use the fonts floppy disk. The same happens for *Locale*. The biggest drawback is that I cannot use Amiga fonts anymore when using *Wordworth*.

I have read my Workbench 3.0 manual and it mentions an Install disk 3.0 which was not included in the package. Is it possible to load the fonts into their rightful place without the Install disk?

If not, where can I get hold of the Workbench 3.0 Install disk? This problem is driving me nuts and I have ceased using my hard drive as a result. I certainly look forward to your response.

My hard drive is a GVP model and I install software using the Fast-prep system.

Christopher Yates
Rochdale, Lancs

Unfortunately, Christopher, the Install disk was only sent out with A1200s with hard disks already installed. Of course, you can buy the Workbench 3.1 upgrade, but this would work out more than a *little* expensive. However, you'll, no doubt, be glad to know that there is a cheaper solution.

The reason you are experiencing problems with your Fonts: and Locale: directories is that they have not been assigned. AmigaDOS's Assign command enables directories to be treated as if they were volumes.

As Workbench's devices, such as Fonts:, Locale: and Libs:, are necessary for the general operation of your machine, they need to be assigned early and are therefore assigned in the Startup-sequence. To fix your problems, you need to add the necessary assigns yourself.

The easiest way of doing this is to copy the Startup-sequence from your original Workbench disk and that should do it. If this doesn't work, then it is likely that you have not created your directories at the root-level of your hard disk.

STOP THE SWAP

I own an A1200 with Workbench revision 3.0, and all I want to know is how to make an auto-booting disk. On AMOS Pro I have created a program which I want to be able to load without having to keep swapping disks.

I tried making a start-up sequence on Workbench, which I did, and then placed there all the needed files and Libs needed to run the program.

I have even tried placing the program in Workbench's start-up, but there is not enough room for the accompanying files.

I would appreciate you helping me out by showing me what I'm doing wrong.

Martin Lewis
Howden, Northumberside

It sounds to me as if you are on the right track, Martin – you *do* need to include the libs and files that are required by the program. You may also need to include several commands and the programs in your C: directory. However, I suspect the cause of your problems is that you have not installed the disk. It's hard for me to be sure, since you have not indicated what results you have got from your efforts.

The Install command is used to give floppy disks bootable boot-blocks and can be used by opening a Shell window and typing "Install DF0:" (or another device name). It has a few options – you can make the bootblock non-bootable by using the argument NOBOOT, create a FFS bootblock with the FFS argument and you can check if a bootblock has been installed by using the CHECK argument.

SOUND SAMPLES DIRECT

My current setup is a CD[32], SX-1 expansion module, Amiga keyboard and two floppy drives. I am in possession of last month's *Technosound Turbo II* disk and have a few minor queries:

1) Is it possible to use the Coverdisk to obtain sound-samples directly from CDs in the CD[32]'s CD-drive?

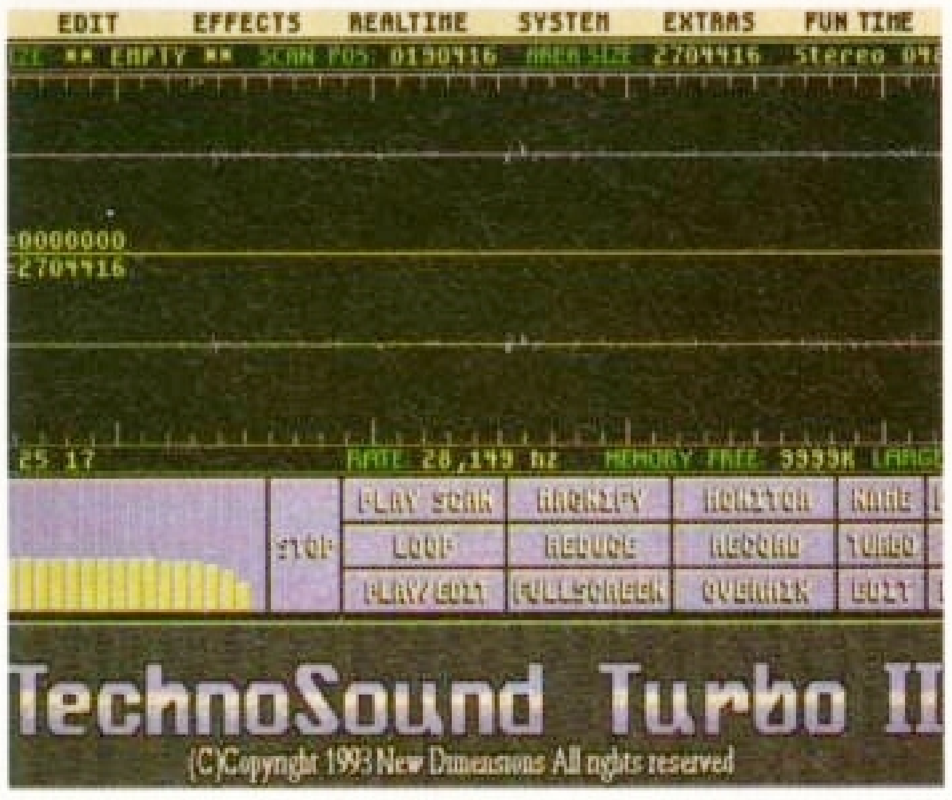
2) If so, how do you do it?

3) If not, why not? It seems to be a logical sort of thing to do with a setup such as mine.

4) Again, if not, are there any other sampler programs that will enable me to achieve what I've outlined in question 1?

Tony Bush
Gwent, S.Wales

Continued overleaf ➡



It is possible to use the *Technosound Turbo II* Coverdisk to sample from a CD[32], but you'll need an SX-1 and a sampler.



One of the chief reasons for malfunctioning expansion boards is loose SIMMs.

GOLIATH CRASHES

Please help me! I have an Amiga 1200 with 120Mb hard drive, which I mainly use for DTP. I use *Pagesetter 2*, *Professional Draw 3*, *Wordworth* and *Personal Paint* (as supplied with the *Desktop Dynamite Pack*).

It has been working fine for the past year, until I recently purchased a 2Mb RAM expansion from Siren Software.

Now, I get random crashes all over the place! Sometimes the computer just hangs, other times I get a software error message (either 80000003, 80000004, or 8000000B, and I also got a 8100000C once!)

I have run a memory check program, and, according to that, all memory is fine. Also, on the diagnostic boot screen, it says that the board is recognised and working correctly. I have taken the board back to Siren who have also checked it and say it is fine.

I thought that maybe it was the power-supply (Amigas being notorious for their under-powered supplies), so I purchased a 'Goliath' power-supply, but it still crashes. Have you got any idea why?

Fred Heeks
Rossendale, Lancs

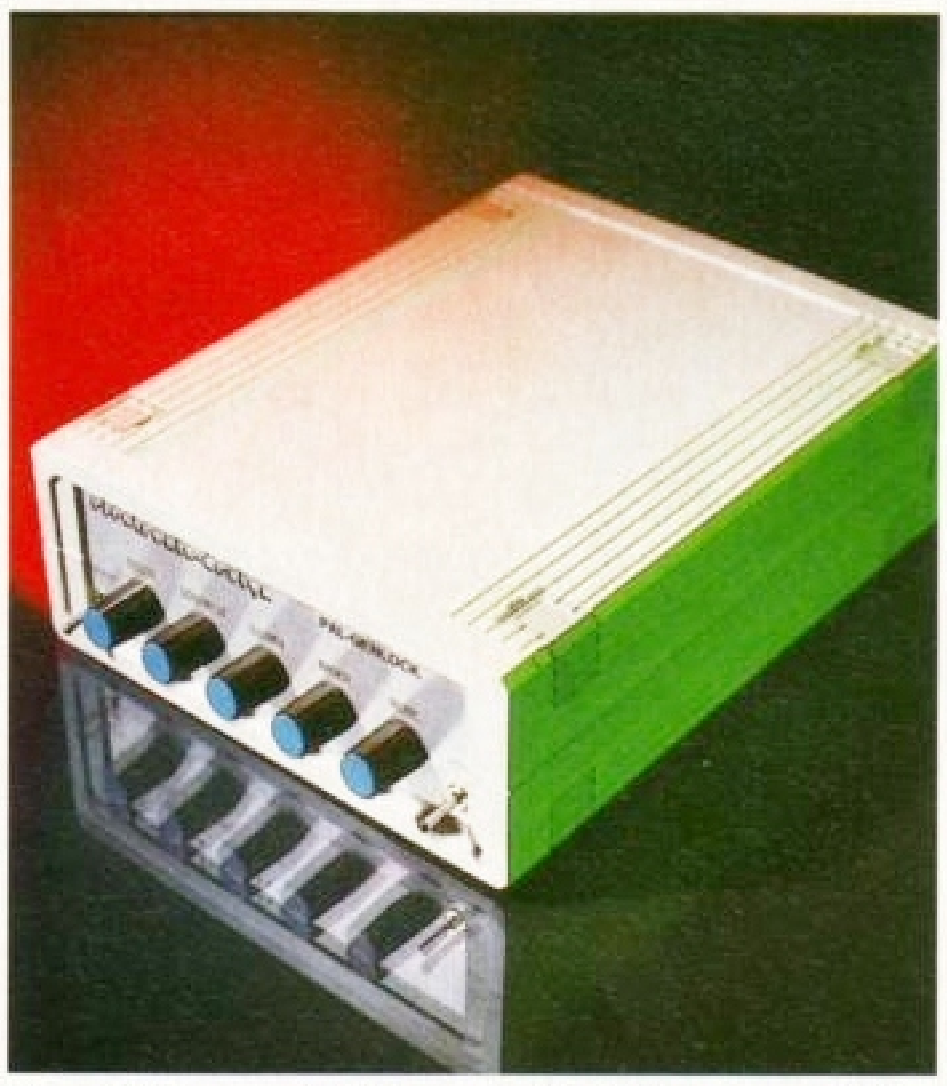
It's a real shame you couldn't supply me with some more information on your machine and the model of the board.

One of the chief causes for intermittent crashes are loose SIMMs, but without you telling me the model of your RAM-expansion, there is just no way for me to know if the board uses SIMMs or not.

The other likelihood is that another component in your machine is either loose or possibly overheating.

I'm afraid that without being able to examine the machine, it's impossible to tell. Then there's, of course, the possibility of system software problems.

My advice to you is to try to borrow a friend's expansion unit and see if your machine still keeps crashing. If it doesn't, then try re-installing Workbench – after backing your hard disk up, of course – and if that fails, then get the machine looked at professionally.



Since it is impossible for us to check the compatibility of *every* bit of hardware, we're always glad if you let us know of any incompatibilities you find.

Wow, that's an interesting question, by obtaining "sound-samples directly" I take it you mean without the use of a sampling cartridge? Doing so with a sampler cartridge would be easy – you just plug it into the headphone socket. If, as I suspect, you mean moving audio-tracks straight from a CD to disk, it's hard to know for sure.

Unfortunately, we don't have an SX-1 and have therefore been unable to test this out, but there used to be a program distributed with the Amicdfs software that could do this.

The only way to find out if this will work with the CD32 is to try it out and since the program is shareware, you can get it from most PD libraries quite cheaply. It could very well be worth a go! Let us know what happens.

A WORD OF WARNING

Please warn your readers that not all accelerators are compatible with Genlocks and readers should make sure that the accelerator they want is compatible with the Genlock they own.

I had a Viper 030 from Power Computing and it wouldn't work with my Genlock. In the end I had to buy another accelerator to go in my A1200 (from Gordon Harwoods) that did work with my Genlock and is OK with Fast RAM, but please be careful, because it could cost you a lot of money, as I found out.

Nick Galliott
Bristol

Sorry to hear that you had such problems with an otherwise truly excellent board. As we've mentioned before, we cannot always check hardware products for compatibility. This is why we are so grateful to readers such as yourself, who write in and let us know if they've come across any problems we couldn't pick up on – many thanks.

TREMENDOUS TIP

When editing the startup sequence to load in Assigns, I get infuriated when having completed them and (unfortunately getting something wrong), I re-boot and get an error message on the Workbench screen that moves so fast that you can hardly see it, let alone read it.

But all that is now in the past, for I have added a line before the last load WB line in the startup sequence:

```
WAIT 5
```

Now the message stays on the screen for five seconds, allowing me to read and understand what the machine is trying to tell me, (I am very surprised Commodore didn't do this themselves in the first place).

I hope this will help other users to overcome an annoying little problem and make life that little bit easier.

Well done *Amiga Format* and keep up the good work.

Mr Graham Hailes
Ryde, I.O.W

SEND IT BACK!

I have just purchased *Amiga Format* and read the review of the PowerScan 4 Colour. I have recently purchased the product and I would like to tell you what happened.

As soon as I received the scanner I was faced with problems. It didn't work at all – the scan came out a mass of pink and white dots and the actual image was almost totally lost. I tried everything I could think of to get it to work, but to no avail. So I thought that I had a faulty one and rang their technical line.

After a while, explaining my problem, I was faced with someone who simply couldn't believe what I was telling him. However, he couldn't suggest anything that I hadn't already tried, so he asked me to send it back.

This I did. It was sent back to me with a new transformer. I still couldn't get it to go. Then, just as I was about to give up, I suddenly thought of degrading my computer. I disabled the CPU cache and It worked! Sort of, anyway.

I was scanning in 200 dpi Super Colour and there were horrible vertical lines appearing in some areas. I experimented some more and found the problem to occur only in specific colours – yellow, dark blue and bright green.

I have had long arguments with several people from Power Computing. In fact, very heated arguments and I even wrote to the Advertising Standards Authority. I don't want to list everything here, but at the end of the day it still doesn't work properly and I'm stuck with it.

Power Computing say it works on their computer and they do not intend to replace my scanner, or give me a refund.

I have avoided the subject since, because I simply don't have the energy to argue any more (I am suffering from M.E.). I recently managed to try it on a friend's A1200; we didn't have to disable the CPU cache, but the vertical lines were present, as on my computer. Obviously, finding out that my computer was not at fault was a relief, but the question still remains – what is wrong with the scanner?

I have experimented since and can tell you what does and does not work. The software runs under any circumstances. The Scanner will not work at all, unless I disable the CPU cache. If I disable the CPU cache, I can scan in all but one colour mode – 200 dpi Super Colour.

All other colour modes work perfectly, including 150 dpi Super Colour. The black and white mode works as described in the Readme file. Colour pictures cause vertical line;, pure black and white pictures will work in all dpi settings.

It seems to me that there is some sort of compatibility problem with some A1200s.



The PowerScan 4 is an excellent piece of hardware, but if you buy a duff one, send it back.

Power Computing, on the other hand, would not even entertain the possibility.

Following is a list of my setup:

- **A1200**
- **Blizzard 1230 Mk2 (40MHz) + 12Mb**
- **Fast RAM + FPU (40MHz)**
- **540Mb Internal 2.5 inch hard drive**
- **Microvitec monitor**
- **3.5 inch External disk drive (DF1)**
- **Canon BJ10ex**

I would be grateful if you would look into this situation, since I don't particularly want to have another argument over the phone. I don't hold you in any way responsible for the actions of Power Computing, but I did buy the scanner from an advert in *Amiga Format*.

If this scanner is not faulty, then surely someone else will soon have the same problem. It seems to me that Power Computing would be better off looking into this problem and not dismissing is as they have.

Daniel Head
Horsham, W Sussex

Thanks for making the effort of contacting us Daniel. When reviewing the latest version of the Power Computing hand scanner, I tested it both on a similar system to your own, my home machine with a Blizzard III and 16Mb Fast RAM, and on the office A4000 040.

While I encountered very few problems with my home machine, using on the A4000 was an altogether different matter.

About 70% of the time, all I would get is a garbled image and 25% I'd have similar problems to the ones you did. This was also the case when reviewing the GT-9000 last issue – sometimes the scanner would simply not respond.

Tracking down the source of the problem I discovered my machine has a "dodgy" parallel port. This could also be the problem with your machine, but as the glitches still occur on your friend's machine this tends to rule that out.

The fact that you are experiencing problems at the higher resolution suggest that it is a transfer problem. This may be a problem with the scanner itself, or the Interface. Of course, when working at higher resolutions you have to move the scanner-head more slowly, but pulling the head too quickly would result in lines across the image.

My advice to you is to write a letter back to Power Computing requesting a replacement – if the scanner is not at fault and is still in good condition there is no reason they should not replace it with another scanner in equally good condition.



Basic Transfer

Fancy tools, like AMosaic, are cool, but sometimes you need to get back to basics. Darren Irvine takes a look at FTP – a tool for which the word "basic" might have been invented.

The File Transfer Program (or File Transfer Protocol, depending on who you talk to) was developed to do just that – transfer files. No fancy graphics. No modern user Interface. Just a UNIX-style command line program that featured the usual UNIX-blend of foolishly-named commands and diabolical case-sensitivity.

The basic principle of operation behind FTP is simple: connect to a remote machine, using a username and password; the "cd" command is used to move to the directory on the remote machine that interests you; and, then, use either "get" to retrieve a file to your own machine or "put" to transfer a file to the remote site. And that's it. OK, so there are a number of other commands available, like "dir" to (surprisingly enough) produce a directory listing, but, essentially, that's all there is to it.

One thing to watch out for, though, is to select the correct mode for transfers. Use the "type" command to set whether you are transferring ASCII files or binaries, such as programs or archives. Use "type ascii" or "type bin".

To be on the safe side, it doesn't do any harm to leave the transfer type-set as "bin" all the time. By far the majority of FTP operations on the Internet are what's known as "Anonymous FTP" sites.

E-mail us on...
amformat@futurenet.co.uk
Please make sure you mark the relevant subject in the subject line (Letters to the Editor, Workbench, Backstage etc.).

It means is that when presented with a username prompt, you should enter "anonymous", rather than any specific username.

Some sites will also require a password entered along with "anonymous" and this password should be your own E-mail address.

The administrators of the remote site use this information to check on who has been accessing their machine. In an attempt to beef up security, an increasing number of anonymous FTP sites now verify the entered password against the address that the remote system has detected that you are connecting from, so make sure you always use your genuine address.

NcFTP

So which FTP tool should you use? If you like using the CLI and don't mind the case-sensitivity that UNIX systems force upon us, then the FTP tool supplied with the AmiTCP distribution may be enough for you. Called NcFTP, it's actually quite an improvement over the "standard" FTP program that comes with UNIX systems.

NcFTP can be set up to automatically use the "anonymous" username and your E-mail address as a password when logging in. It also makes it easy to view text files on the remote system, using the "page" command. When transferring files, NcFTP implements a simple "progress meter" by displaying a row of ten dots, with each dot appearing after each 10 per cent completion of the transfer.

If you're already in the middle of using a lot of CLI-based tools, using NcFTP can sometimes make sense to quickly transfer a file if you know exactly where it's located on a remote system. If, on the other hand, you just want to browse around a number of remote sites, having a bit of a look-around for interesting files, then the text-only approach quickly shows its limitations and it's time to try something a bit more up-to-date.

GUI-FTP

There are two main choices when it comes to throwing off the shackles of CLI-based FTP programs and the first is Gui-FTP. You still have to use the keyboard a bit, though, if only to type in the site address that you are interested in and the username and password needed when logging in. Connecting to the remote site is then only a matter of clicking on "OK".

The rest of the FTP operation is then under mouse-control, from determining the directory to use for transfers, both on the remote site and your own machine, to actually selecting the desired file and initiating the transfer.

There are no major problems with Gui-FTP – the lack of full text-mode

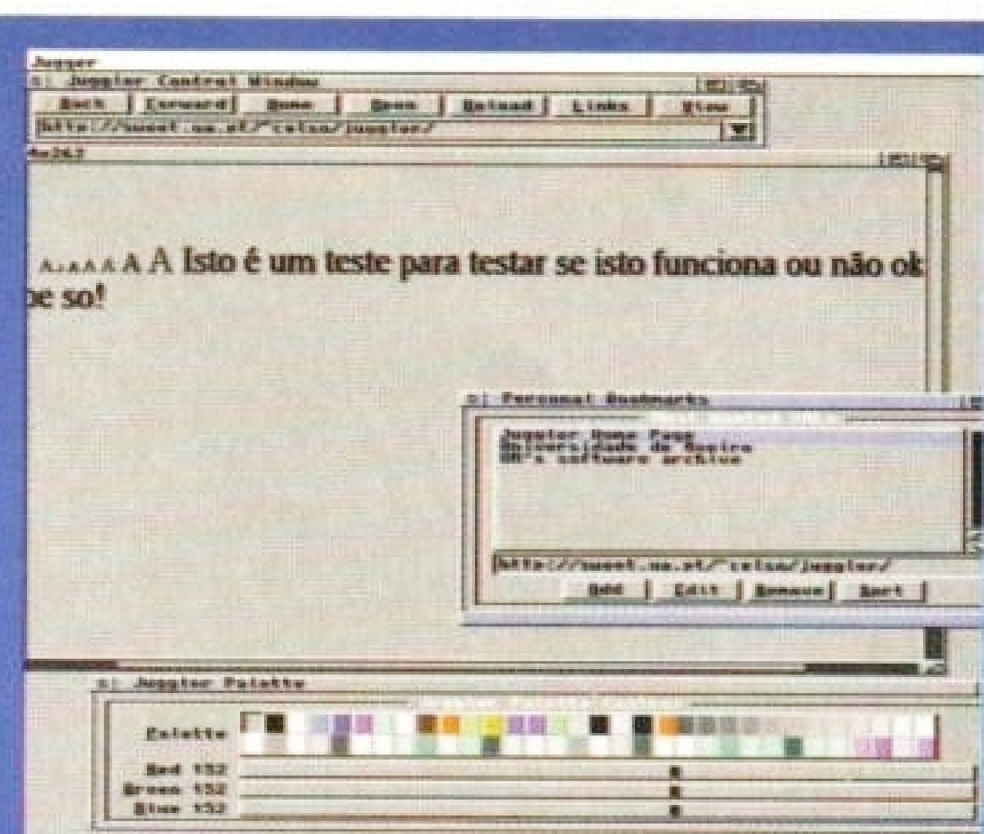
RUMOUR MILL

There are so many scurrilous rumours and downright lies doing the rounds on Usenet and Fidonet at the moment that I almost don't know where to start, but here are just a couple of the "facts" that I've discovered in the past month:

Escom are going to buy out Atari to get hold of the Jaguar chipset to use in the new "A1300". Like yeah, right!

Mind you, this could actually be true (you never know), so you might want to check it out – yet another Amiga Web-browser called *Juggler* is under development in Portugal of all places. Check out its home page at:

http://sweet.ua.pt/~celso/juggler/



It might not look like much now, but can the Portuguese really prove to be the unexpected force in Amiga Web-browser development?

transfer support is an annoyance rather than a real difficulty. Text files can always be transferred in binary mode, although it *does* mean that viewing remote text files without transferring them fully is out of the question.

THE AWARD FOR MOST AMUSING THREAD SUBJECT

In the first (and possibly last) of an irregular series, I've decided to announce my favourite thread subject line of the last month, from vaguely Amiga-related Usenet groups and Fido Echos that I access.

- **Runner-up: From Usenet comp.sys.amiga.advocacy "Win95 is here, but it sucks."**
- **Winner: From Fido AMIGA_UK "Improve the look of your knobs."**

MFTP

The next candidate in the NcFTP-replacement stakes is Mftp. The principle of operation is very similar to that of Gui-FTP, and Mftp has a number of advantages and disadvantages when compared to the other program.

For a start, Mftp requires MUI – which some people regard as a blessing and some as a curse. It makes Mftp look a lot nicer than Gui-FTP and using MUI has allowed the program's creator to add a lot more user-friendliness into the program. For a start (and this is more significant than you might think), Mftp allows multiple selection of files, either by clicking and dragging, or by clicking whilst holding down the Shift key.

This allows you to select a whole bunch of files, click on the transfer gadget and go off and get a bottle of beer from the fridge (or whatever download time-spending activity you prefer). With Gui-FTP, you would have to sit and select each of the files you want individually and wait for them to download before selecting the next one. Another useful feature that Mftp includes is the ability to set up a database of your favourite FTP sites, including the address and username/password required.

Both [programs] are way ahead of NcFTP in terms of user-friendliness.

On the negative side, however, the release of Mftp currently available doesn't properly support UNIX directory links. These are when the operator of a remote site has set up a pseudo directory path that actually references another (usually much deeper) path when accessed. It isn't too much of a problem, though, since Mftp provides a requester into which you can type the desired directory and, also, the full text-mode FTP command-set is supported in another requester

THE RIGHT CHOICE

So which one should you use then? Well, if you already have MUI installed on your system, then my advice would be to go for Mftp. On the other hand, if you share the common morbid fear of Magic User Interface, or if Mftp's lack of link-support gets badly on your nerves, then Gui-FTP is still a nice program to use and both are *way* ahead of NcFTP in terms of user-friendliness.

Darren Irvine
E-mail: **darren@plasma.thegap.com**
Fido: **2:443/13.18**

WHERE TO GET THE STUFF

You'll have to use NcFTP at least once, to download either of Gui-FTP or Mftp from any of the Aminet mirror sites. In general, UK-users should stick to the Imperial College mirror (src.doc.ic.ac.uk) for a couple of reasons.

Firstly – it's the closest and netiquette dictates that you use it to minimise network traffic. Secondly (and, let's face it, more importantly), the original wuarchive site is nearly always too busy to allow access.

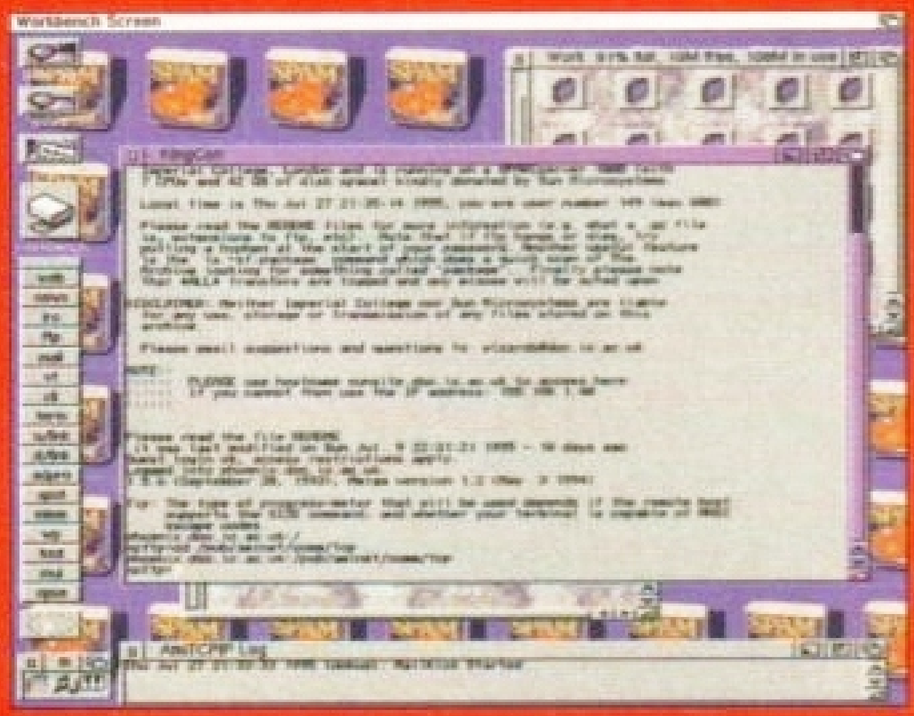
The addresses and paths you need are:

SITES AND PATHS

ftp.wustl.edu/systems/amiga/aminet/comm/tcp
ftp.uni-paderborn.de/pub/aminet/comm/tcp
ftp.doc.ic.ac.uk/pub/aminet/comm/tcp

ARCHIVE NAMES

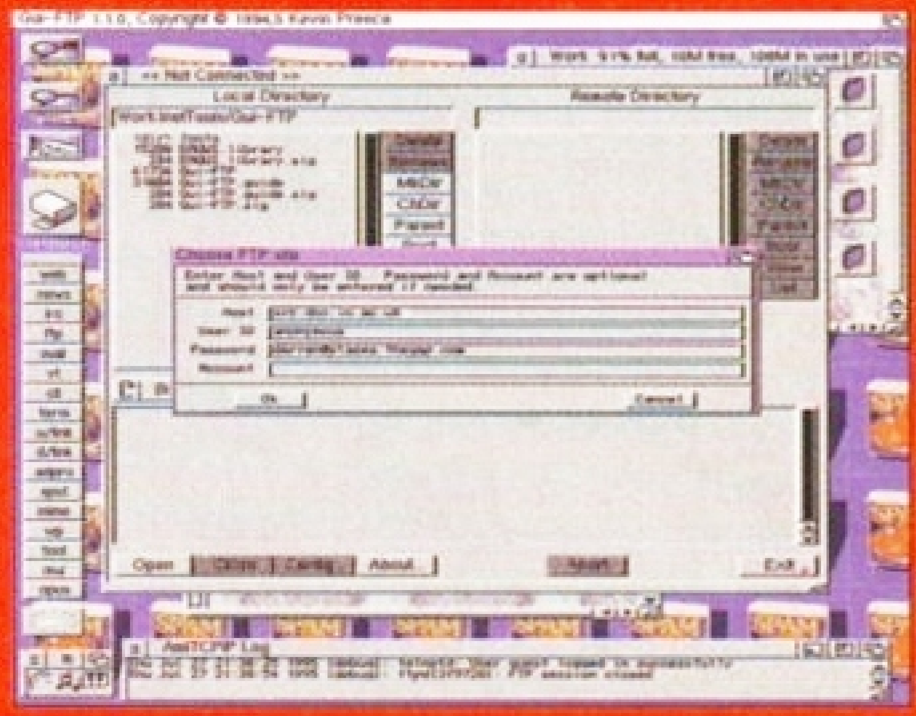
Program	Archive Name
Gui-FTP	Gui-FTP.lha
MFTP	mmftp.lha



NcFTP lets you get your hands dirty in time-honoured Un*x fashion.



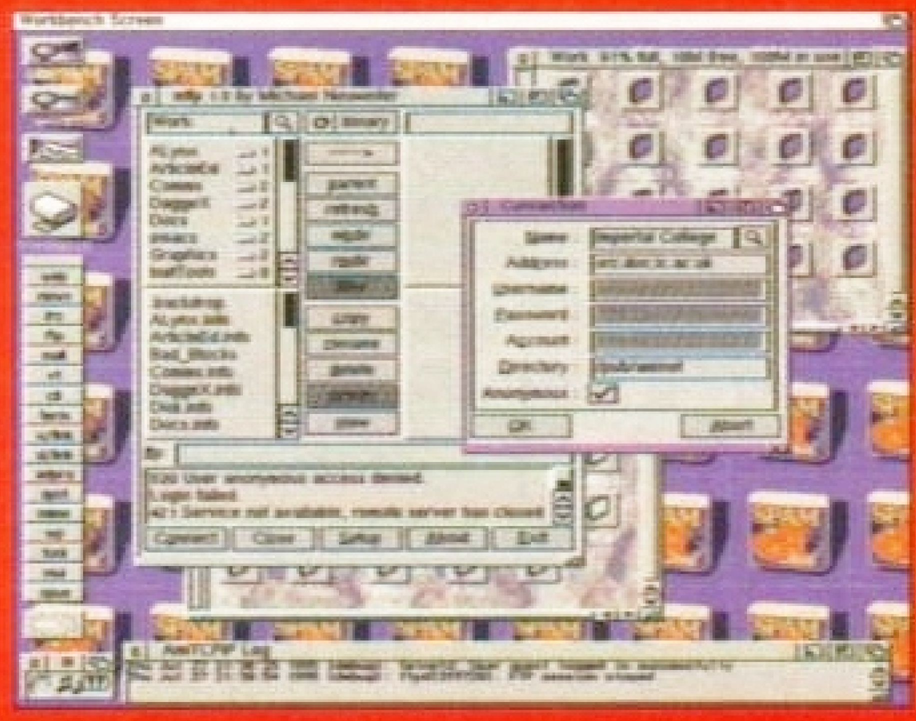
If you like text-mode operation and case-sensitivity, then NcFTP is the tool for you.



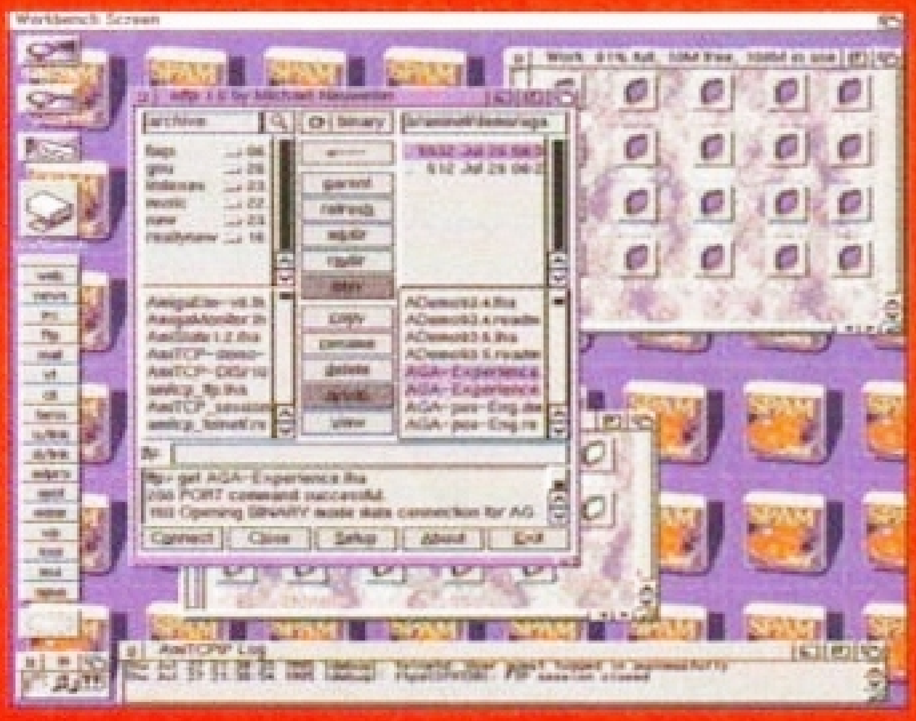
Gui-FTP takes most of the hassle out of 'FTPing', allowing easy connection to the remote site.



Transferring a file with Gui-FTP is a simple point-and-click affair.



Mftp also makes connections easy, additionally allowing the creation of a site database.



File transfers with Mftp are also mouse-driven and Mftp allows selection of multiple files per transfer.



Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

SCANDINAVIAN MADNESS

I wonder why some English guys complain about the price of *AF*. Over here (in Norway) it costs £7, and I buy it every month (if it's not sold out, of course!)

Well, this is not the reason why I'm writing this letter. I noticed that BSB are selling a book called "*Mastering Amiga Beginners*".

I know lamers can be hard to handle sometimes (if you've met my dad, you'll know!), but I don't think it's so bad that a book has to be written to guide the professional Amiga-user to handle them. I've had my A1200 for a year now, so I'm pretty new to this exciting subject

OK, I'm a lamer compared to most of the old "have-had-an-A500-since-1985-guys", but I do know the difference between CPU and FPU. Before this, I had a Commodore 64 for four years. I haven't coded anything more advanced than AMOS and BLITZ yet, but I'll soon start trying out my DevPAC 3.

I have followed the news of Commodore, but now I'm confused. A friend claims that Samsung has bought Commodore and that they're now producing the A5000. This I have a hard time believing, but what's happening?

I wrote a letter to Commodore UK, but I never got an answer. I'd like, as a faithful Commodore-user for five years, to know what's happening. New things appear in *AF* every month, but the changes are great.

Sigleif Sovik
Ulvik, Norway

Well, hopefully by now you will have read our news that Escom now own the Amiga and you realise that your Samsung-supporting chum is in fact, completely stupid.

Commodore UK do not exist as such anymore, but, more importantly for you, Escom will be distributing the Amiga in Scandinavia.

MORE MAIL

I feel moved to put fingers to keyboard upon reading the Amiga.net feature on mail programs, which claimed that the only Amiga-specific mail program about was *Mail*. This is untrue. There are at least three other mailers around which are fully 'Intuitionised', including *GDMail*, *AirMail* and *ADMail*, my own foray into this area.

All three are available on Aminet, with *ADMail* additionally being available on the very same machine the Demon software is retrieved from. In fact, given that *Pine* has only recently been unleashed on to Aminet, I find it surprising, to say the least, that Darren Irvine could locate it but not the other three.

In addition to the SMTP ones, there's also *Intuinews*, which uses the Universal Message System, and also has an MUI Interface for those who like that sort of thing.

Anyway, here's where some of the other programs can be found:
Aminet at ftp.doc.ic.ac.uk:
ADMail /pub/aminet/comm/mail/ADMail.lha
AirMail /pub/aminet/comm/mail/AirMail.lha
GDMail /pub/aminet/comm/mail/GDMail_1.3.lha
ftp.demon.co.uk:
ADMail /pub/amiga/comm

Continued overleaf ➡

AMIGA AMIGOS



My name is Hugo R. Moreno and my brother is M. Tonatiuh Moreno. We are Amoeba, the Mexican people who made *Chaneques*, that little game you reviewed in your excellent magazine.

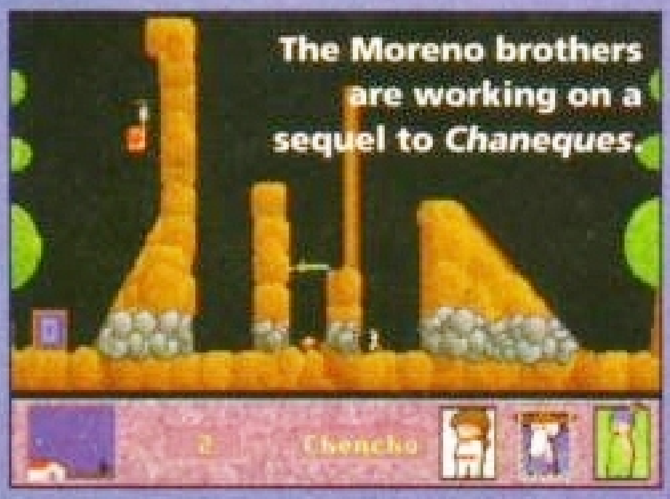
We feel very excited because it is wonderful to see in the pages of an international mag the characters we created in our home.

We are now working on a new game (some kind of platform-shoot/beat-'em up with fantasy characters) and our biggest hope (maybe impossible) is to see it on one of your Coverdisks. Our next project will be the sequel to *Chaneques*, with bigger sprites, better graphics and music, and a better control-system.

Now we want to say something to Escom: Please, don't forget this country! There are a lot of people here in Mexico who are very enthusiastic Amiga-users and with adequate marketing, the best machine in the world – the Amiga – will sell like hot-cakes here.

It's time to say "adiós". We'll keep in touch! Long live the Amiga!

Hugo Moreno
Mexico

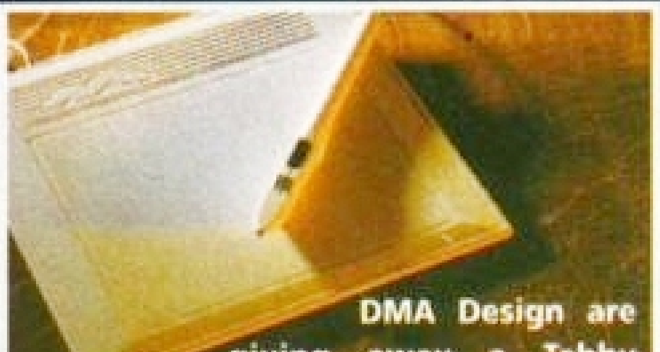


The Moreno brothers are working on a sequel to *Chaneques*.

Thank you very much. It is easy for people to become Eurocentric and think of the Amiga as a European machine. But Escom are looking into setting up distribution in America, Africa, the Far East and Australia, as well as Europe. I hope you will continue to develop excellent games for the Amiga.

The Gallery

sponsored by DMA Design Ltd

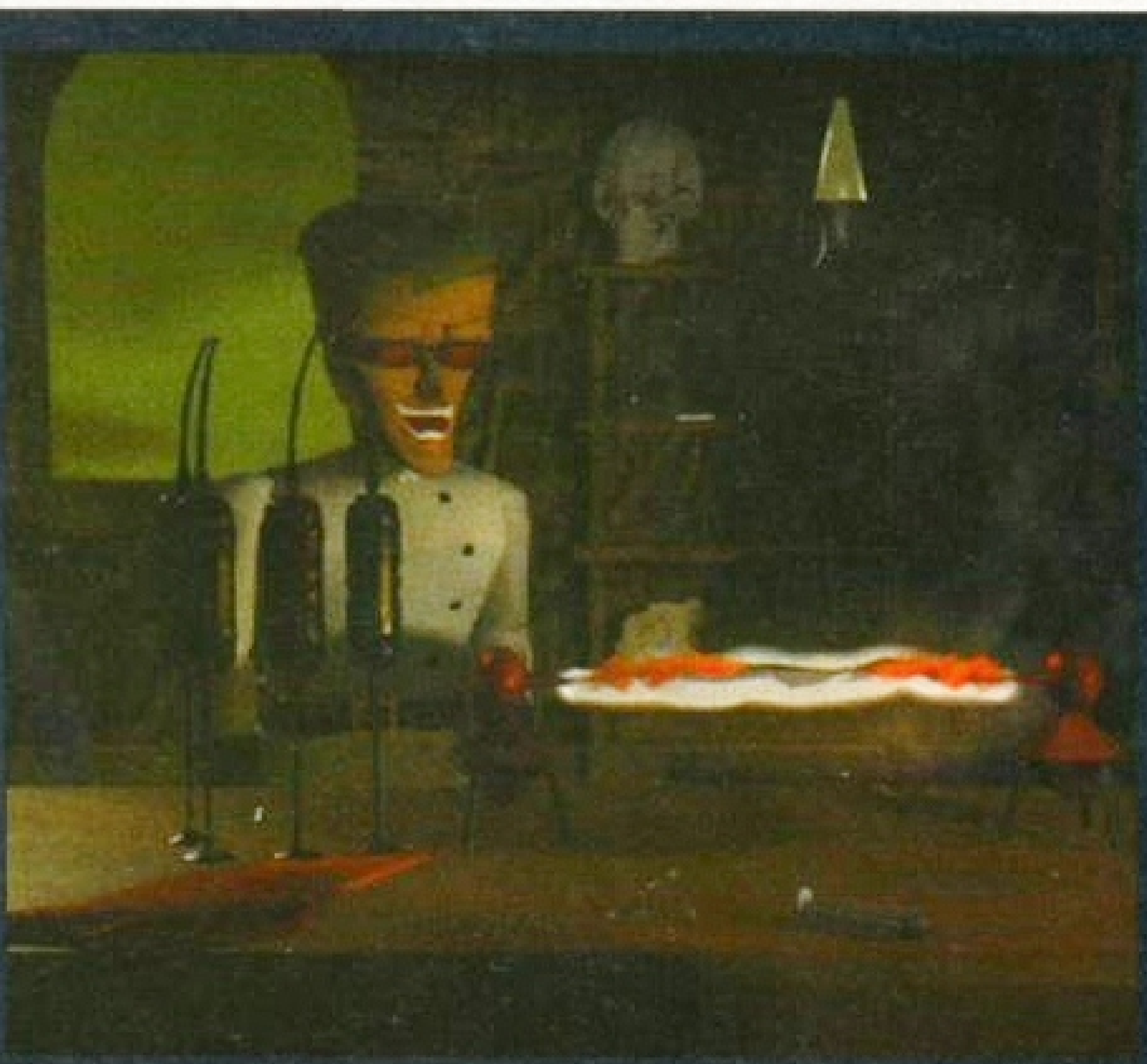


DMA Design are giving away a Tabby graphics tablet worth £54.99 for the best *Gallery* entries. You may be commissioned by DMA, the team behind *Lemmings*. State if you don't want your details passed on. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon, BA1 2BW.

MAD PROF

by W S Razzaq, London

An atmospheric LightWave-creation with lots of attention to detail gives this cyber-gothic image the edge in this month's Gallery showdown. Excellent.



/mail/ADMail.lha

Keep your spanners polished

Simon Brown
<simes@amdev.demon.co.uk>

Thanks for the info. Sorry you felt left out. Darren is unavailable as he's on his hols, but I'm sure he'd come up with some suitable excuse, were he here.

WIRED

Just thought I'd drop you a line.

I think it is blindingly obvious what is causing the circulation of computer-magazines to drop quite rapidly. That thing is what we are using at the moment. The Internet!

One of the main things that people want in a magazine is news and your news is always two to three months behind anything I can get off the Internet, so, obviously, a magazine isn't going to be any good in this respect.

Also game and hardware reviews are becoming available and you can get help much quicker over the net than by writing in to *AF* or any other mag.

I think you have probably realised the above and this led you to launch FutureNet in the hope of attracting your readers there back to the paper-version of the mag.

David Manley
via E-mail

The Amiga Format pages of FutureNet have been terribly popular, due, no doubt, to the rather important news that was breaking a while back. It is something we see as an adjunct to our magazine, not a real substitute. But I'm glad you enjoy it and I hope it becomes more and more useful as time goes on.

OIL HAVE A LOOK...

After hours of looking around computer shops in Swindon, I decided to write to you and ask if you know of anywhere I can get hold of *Oil Imperium* (Reline), because I can remember playing it a couple of years ago and would really like to get hold of it.

Steve Higgins
Swindon, Wiltshire

A couple of years ago????? It came out about five years ago. I don't reckon you have much chance of finding it in a shop, but there is a slim chance that one of our kind readers may be able to locate a copy for you. Any offers?

THE ISRAELITES

I've been reading *Amiga Format* for about three years now and I think it is great. There is one problem, though, the price of *Amiga Format* in Israel is £9.50, which is more than twice as much as in the U.K.

The company which imports the magazine to Israel only sell a few and you have to be a trained predator to get a copy (I have experience in that). And when you *actually* get hold of one, the price is even more expensive than the month before. If there's anything you can do about this absurd situation, please do so – the small community of Amiga-users in Israel will be eternally grateful.

Amir Kossover
Israel

Well, I can solve the problem of not being able to find one in the shops – subscribe. Not only will it be delivered every month, by airmail, and with an extra disk and newsletter – but it will also be quite a bit cheaper.

NO NONSENSE

How come you don't have any reader ads in your magazine? I wanted to advertise my BBS and had to resort to *Shopper*. Here goes anyway, in the forlorn hope that you just might publish it...

DraughtFlow BBS. Nine CD-ROMs online, including latest Aminet, GoldFish, GoldFish 2, Hottest 4, Hottest 5, GIFs Galore, etc. No ratios. Free downloads at 28,800, and free Internet mail access on 01707-328484.

Ian Cooper
via E-mail

Woah! Hold on there... damn, another shameless plug slipped through.

NEW AMIGA, BUT NOT IN UK?

Whilst wandering along Reading High-Street the other day, I remembered the old Rumbelows store and the recent take-over by Escom of them and the Amiga. So, in I strolled, expecting to see something along the lines of: "Amigas soon to be sold here!"

Nope, not a thing, except for a handful of PCs spread throughout the store. Not even a postcard tacked to the underside of a desk, announcing the forthcoming rebirth of our favourite machine. Not a sausage.

So, a little perturbed, I ruthlessly interrogated a poor Sales Assistant. The questioning ran something like this :

Me: "When are you likely to be stocking Amigas, bearing in mind that I appreciate that they have to be built first?"

Assistant: "We're not."

Me: "?"

Assistant: "They are only going to be sold on the continent. Can I interest you in this PC?"

At this point I picked up a handy table and proceeded to punish this individual for telling me such blatant untruths.

They were lies, weren't they? Weren't they?! Please tell me...(sob).

Graham Butler
Pangbourne, Berks



Will we see Amigas in these shops? The tension is mounting.

There seems to have been some confusion at Escom about that, but I think the position is that they will be stocked in selected stores – the actual Store Managers seem to have a lot to do with it, since for various reasons, such as limited space, they may wish to stock more of their PC-range, rather than the Amiga.

If you want your local store to stock Amiga-software and hardware, I suggest you go in and hassle them about it.

ELECTRONIC FRONTIER

Just a quickie, but can you please plug my new Frontier: Elite II web site? Oh, go on... please!

It's at:
http://www.ex.ac.uk/~ge94saj/frontier.html

Thanks

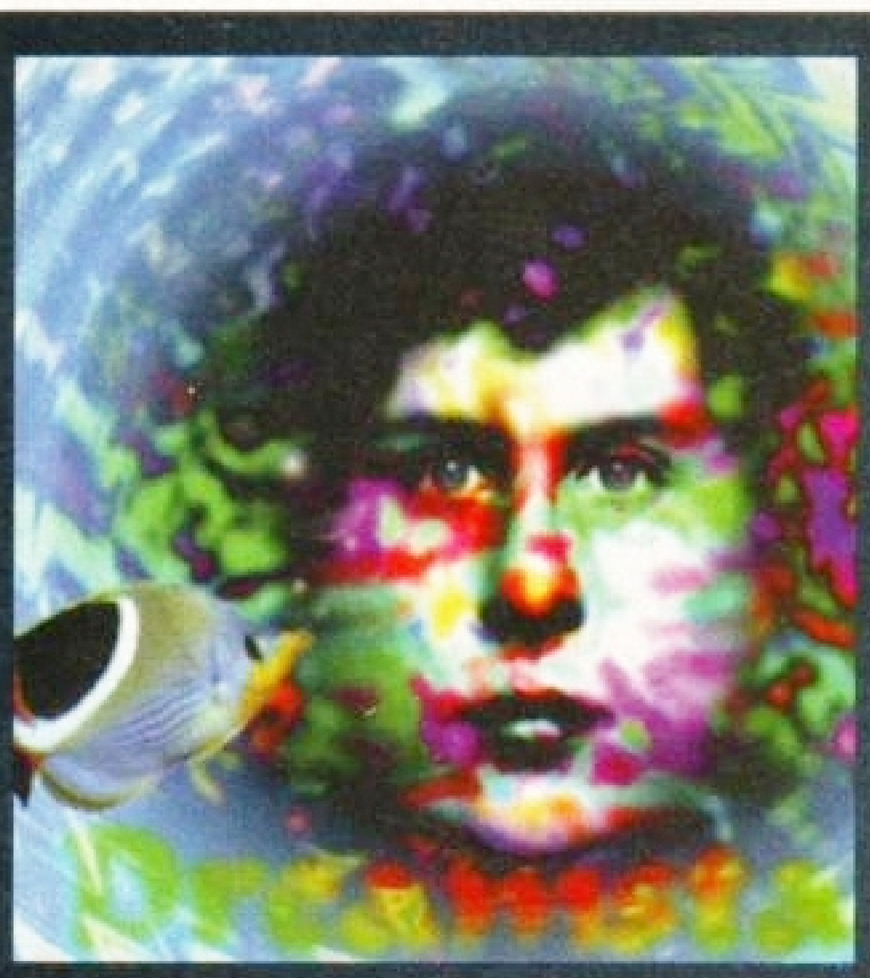
Steve

Hey you! Come back here! Damn...

WHERE'S THE POINT?

Before I start, my system setup is an A500 v1.3, 1Mb + external drive.

I recently heard that there was



DREAMSTATE *by M Winston, East Sussex*
An excellent mix of digitised imagery, merged and blended using said tools in *Deluxe Paint*.



22 CHANNELS *by C Banks, Grimsby*
Another LightWave-creation in HAM-8, Chris shows culture-jamming sleight-of-hand at its best.



SLAIN *by G Brannigan, Ayrshire*
A particularly fine likeness of one of Steve McGill's favourite characters from 2000AD.

some Fidonet point-shareware called *Pointer*? which runs on v1.3. Do you know where I can get it?

With reference to a letter by Matt Whitfield in *AF74* about your E-mail address. It is not good enough to show your address in small print underneath your telephone number in the list of staff. It should be included in every section where there is your snail-mail address.

You could also point out the fact that you can accept competition entries by E-mail. Or maybe it could be the simple fact that your office does not like receiving E-mails?

Roy A White

For Pointer, I suggest you try Aminet. The UK mirror of this is accessible through Amiga Format's home page, and the site does have a search engine so you should find it readily enough.

We do mention our E-mail address quite a lot, and I think you'll find it is in the "How to contact us" box at the back of the issue. I think people who want to E-mail us can easily find the information, just as easily as finding the address. True, we don't list it with every competition, but we take faxes too and we don't plaster our fax number everywhere. If, every time we suggested you contact us, we printed every detail or every way of getting in touch, I think you'd find it a bit tedious and it would waste valuable space too.

We do certainly like receiving E-mails. But there are disadvantages. Although it makes it even easier for us to tap in the replies and put them in the magazine, it does mean that we don't need as much typing done. This means we don't need to hire a gorgeous temp to come in and type all day. So every silver lining has a cloud…

LEFT BEHIND

I own an A500 with external hard drive, 3Mb RAM, an external disk drive and a CD^{32}, which I have linked to my A500 using a null-modem cable.

Unfortunately, as I go around the shops looking for games for my A500, I find that non-AGA games are becoming less and less available – for example, *All New World Of Lemmings* (not yet available on CD^{32}), *UFO – Enemy Unknown* (available on CD^{32}, but it is annoying having to wait for disk-access when you have a hard drive) and *Alien Breed 3D*.

Although the games side really isn't a problem thanks to my trusty CD^{32}, the more serious side to computing is that many programs now are only worth using if you have an AGA computer – some won't run on anything less than a 1200. This includes some Coverdisks that have been stuck to magazines (such as *Photogenics – AF69* and *Alien Breed 3D – AF71*).

Although this is not a criticism of *Amiga Format* (I've bought every issue since *AF36* and am quickly running out of shelf-space so you must be doing something right!), I do feel as if I'm being left behind.

With the arrival of Escom on the Amiga-scene, I feel that it won't be too long before we see the A1200 back in the shops and selling well. My only reservation is that Escom will allow the A1200 to go on selling until just after Christmas and then release a new Amiga some time in the new year, possibly with a new chipset (RISC?) that would make the A1200 look like an Acorn Electron.

The point is, I am planning to upgrade to an A1200 at Christmas, but I was wondering whether to wait a bit longer and see if any new Amigas are launched to replace the A1200? Any thoughts?

Finally, I would just like to say how much I enjoyed your article on the 10 years of the Amiga in issue 72 – excellent! Keep up the good work!

Matthew Allatt
Sheffield

Well, firstly, UFO is available for the A500 and is just as good as the A1200-version (although a little slow). I understand what you mean about feeling left out. But let's get things in perspective a bit. The AGA-machines have been around for a long time now – it is only natural that most software is written with them in mind.

Escom do have plenty of plans, including a slightly redesigned A1200, but I think it is really too early to say yet. If I were you, I would wait until machines were actually in the shops – we'll have a much better idea of what will come next by then.

SWOS IN THE US

Please help a frustrated American soccer fan! I bought *Sensi World of Soccer* back in December when it first appeared. I have loved every minute of the game, but I have become so good that it really isn't a challenge anymore. Yes, this *is* an American claiming to be good at the sport – and, by the way, what about that performance of the U.S. national team in the Copa America!



An American who claims to be good at footie... nah! He even desires more of a challenge from *Sensi*.

Anyway, I have read in your hallowed pages that a patch was available for *Sensi*, but you didn't say where, or how to get it. I read the manual and found the address to return defective disks. Is this where I send my originals to get an update? Is the patch available on the net somewhere?

Please shed some light on this and let me get back to taking Liverpool to the glories of yet another Champion's Cup...

David Spain
USA

Send the official registration card to Renegade in England and they'll only be too pleased to send you the updated version of SWOS.

FTP PLEASE

Could I suggest that all the pictures in *Amiga Format* be placed at an ftp site, e.g. ftp.futurenet.co.uk, so that *Amiga Format* readers can use the pictures, especially 3D-pictures, and even have a good look at what the new Amiga will look like?

Alex Membrey
via E-mail.

By the time you read this, we should have an ftp site for all sorts of images and software mentioned in the mag.

I think it is a little unrealistic to say you will see every image from the mag there. For a start, it would take an awful lot of time.

As you can no doubt conclude, although we do spend an awful lot of effort on our site, it is purely an extra service to you and, keen though I am, I shouldn't fancy adding an extra hour to my working day just so everyone can see every little picture in the mag.

What we will be aiming for is quality and service. There are many things which are easier for us to do with FutureNet than with the print magazine, and with more benefit for our readers too.

Check out page 121 for the latest FutureNet details.



Getting hold of golden oldies can be a troublesome task, but not always...

THE NAME OF THE GAME

Just a quick note to say thanks to the staff of the Game store in the Fishergate Centre, Preston. After months of searching for the old (but rather good) American Civil War game *The Blue and the Grey*, I had finally given up hope.

Credit card orders to mail order companies were either ignored, or the company went bust days after I made the phone-call. Checks with as many stores as I could find also proved hopeless, until my brother came home from college and said he had seen a copy of the game in the Game store in Preston.

Never one to pass up the chance to spend a few quid, I gave the Manager a call and explained the situation. He told me to send a cheque, which I did, and two weeks later... voilá! *The Blue and the Grey* is now installed on my hard drive and I'm driving the wife crazy since, once again, we re-create the Battle of Bull Run !!

Isn't it nice, at a time when the Amiga hasn't actually been manufactured for over a year, to know there are still some golden oldies knocking about. And more importantly, that there are some genuinely helpful staff who will help (even when they don't do mail order...)

So the Manager and staff of Game, Preston – CHEERS! Your help has been appreciated.

Chris Russell
via E-mail

Well, there you go. It's nice to see old-fashioned customer-care isn't dead.

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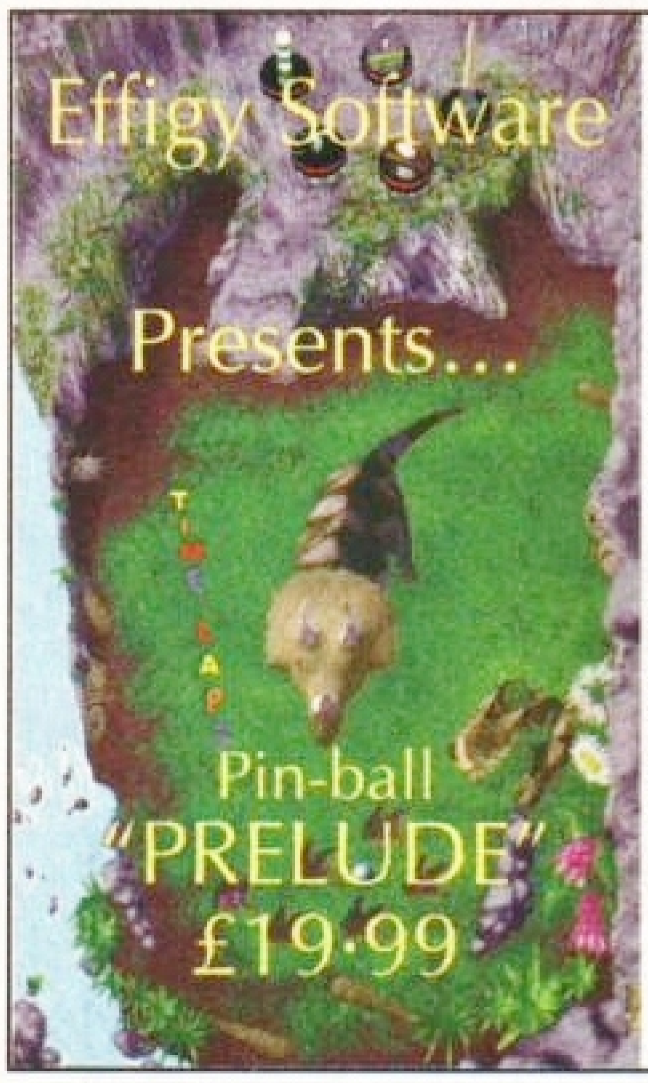
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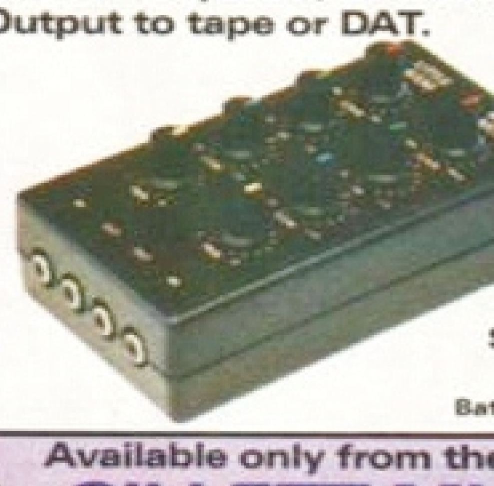
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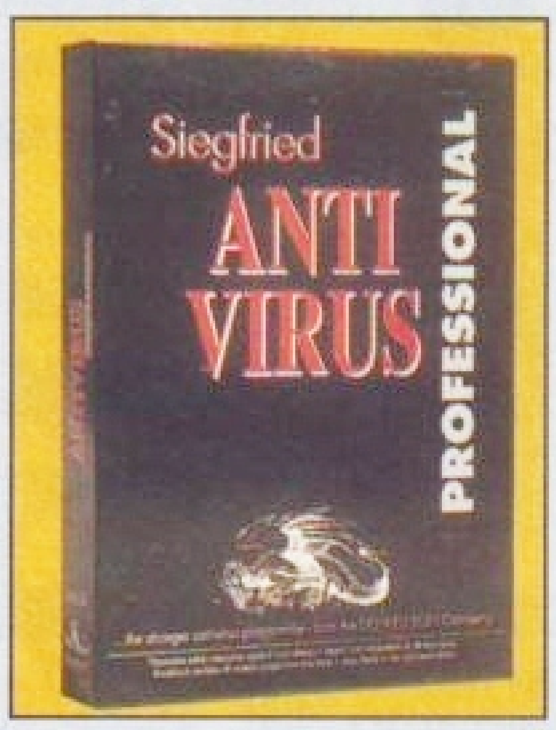
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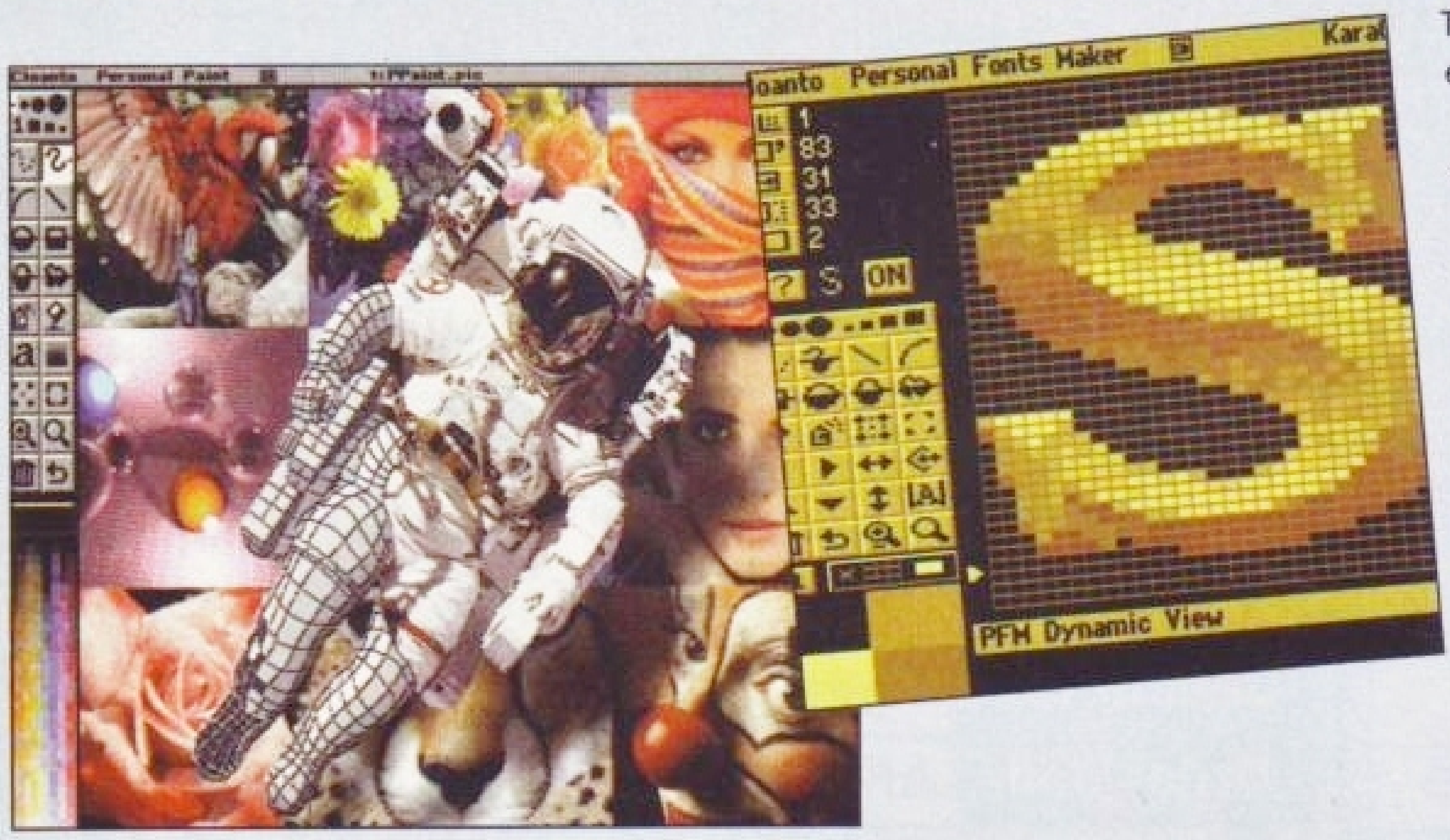
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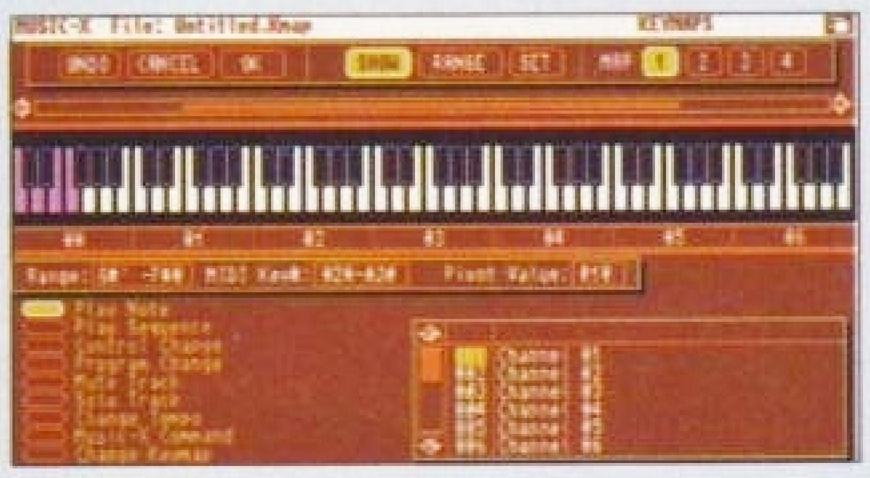
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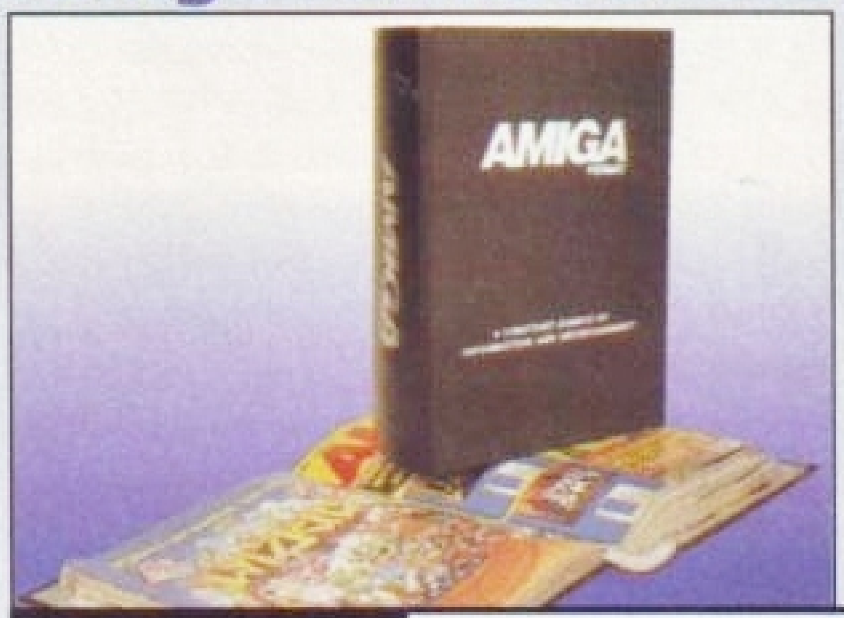


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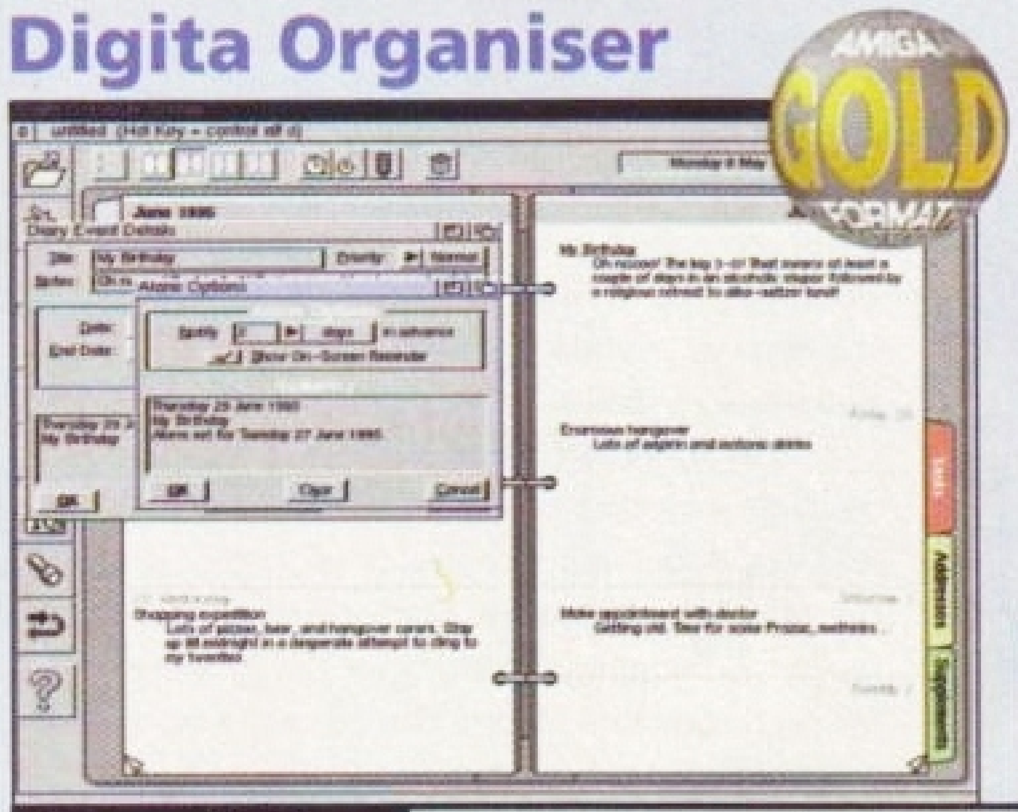
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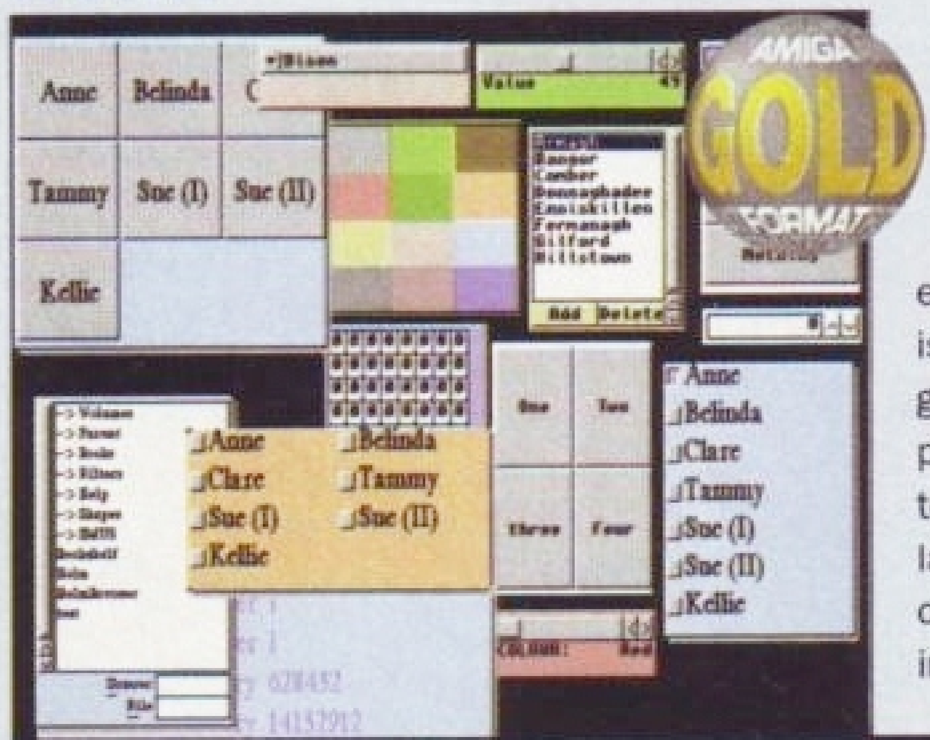


Another *Amiga Format* Gold, after using *Digita Organiser* you'll wonder how you ever kept your appointments in order. Easy to use, but packed with features, this is truly the king of electronic Filofaxes.

NEW!

Description	Digita Organiser		
Order code	AFDO	AF Price	£34.99

Helm



A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *AF* games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III

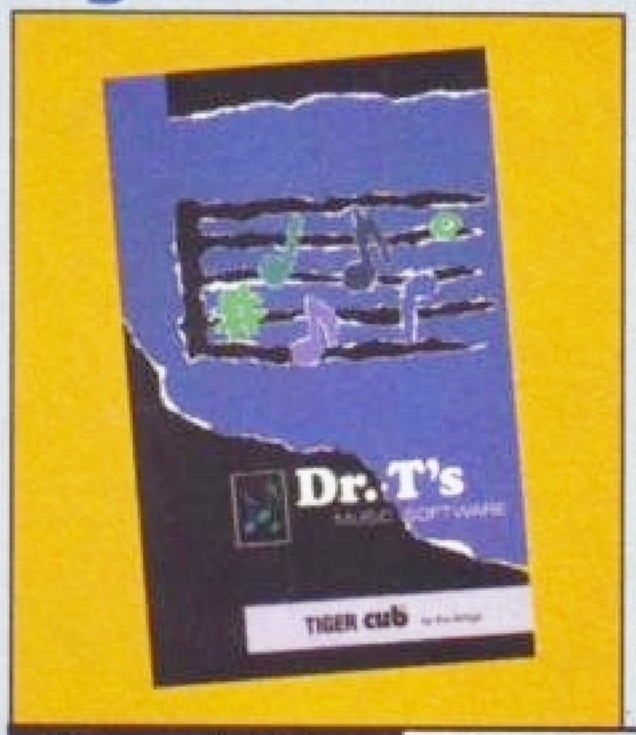


If you have a CD32 and an Amiga with *Communicator*, you can use your CD32 as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	AF Price	£69.99

Tiger Cub Manual

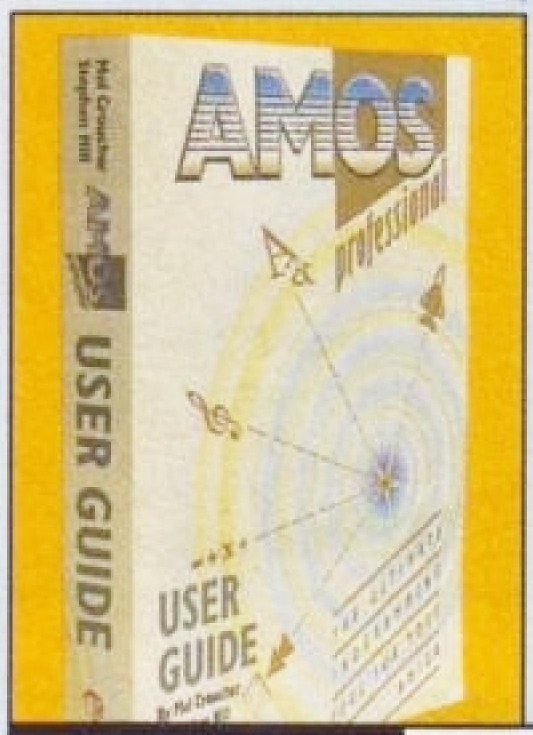


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	Tiger Cub Manual		
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AMOS Professional User Guide

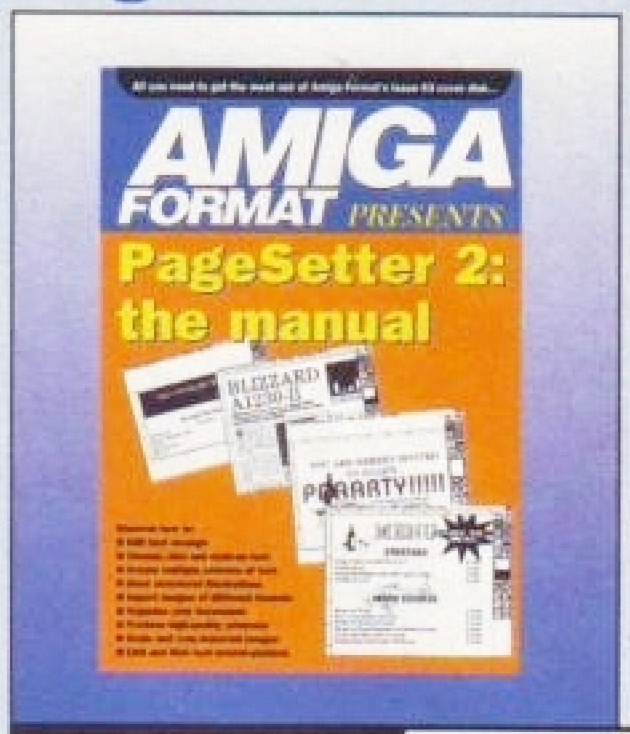


This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in AMOS (it was given 97% in *AF40*) and then guide you through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly and easy-to-use official manual contains all the essential information you'll need to get the most from our remarkable *AMOS Professional* Coverdisk.

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PageSetter 2: The Manual



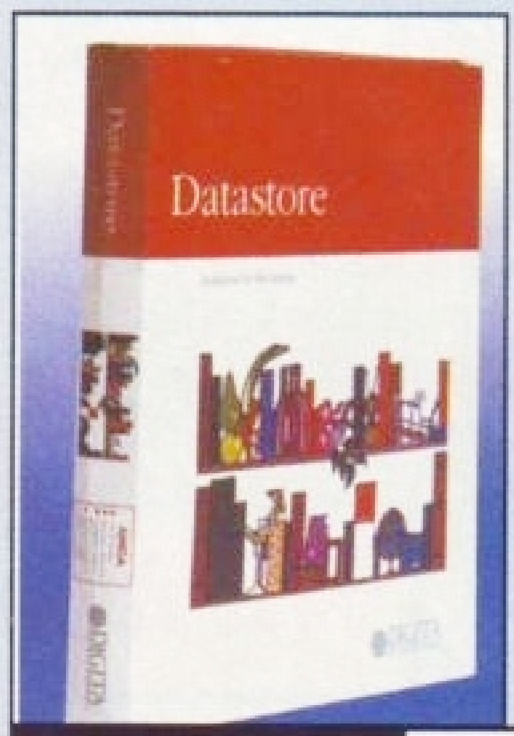
To enjoy the full benefits of the brilliant *AF63 PageSetter 2* Coverdisk, you need the official manual. Learn how to design, create and print your own leaflets, posters, party invites and stationery with in-depth tutorials.

The manual also contains information on importing format images, formatting text, drawing structured illustrations and a full listing of keyboard shortcuts.

With our Coverdisk and the full manual a whole new world of Amiga design and desktop publishing will open up before you.

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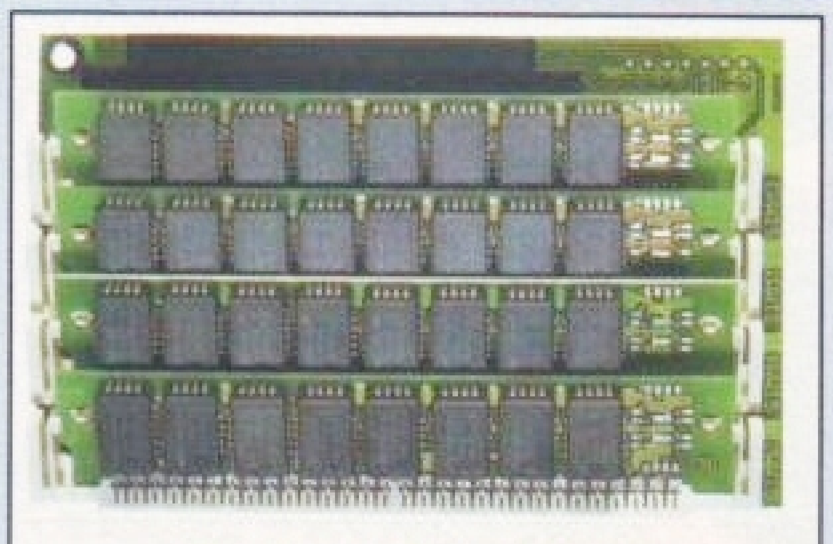


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
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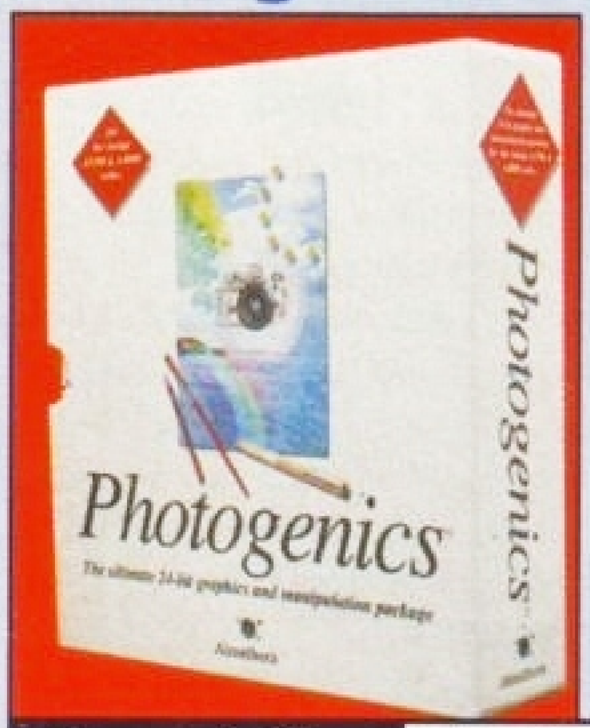


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not upgrade at this low price. These boards for the A500 Plus and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

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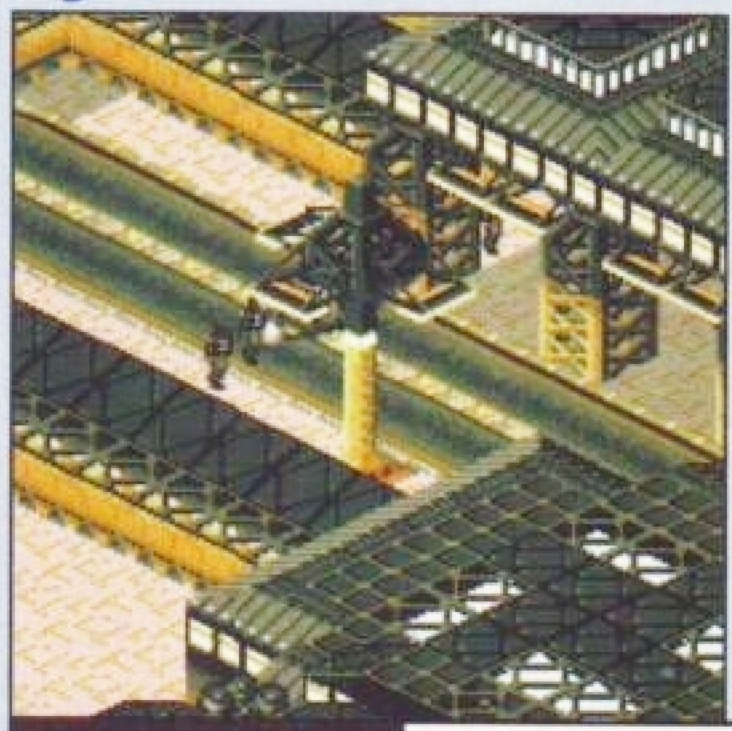


There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in *AF68*, try our exclusive Coverdisk demo from *AF69* and prepare to be amazed.

The most talked-about Amiga image manipulation package ever also brings you the creative freedom of a traditional paint program. Amazingly, *Photogenics* does *not* require a 24-bit graphics board but runs on an Amiga with 2Mb of chip RAM and Kickstart 3.0 or higher. An AGA chip set is required for colour display.

Description	Photogenics		
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Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

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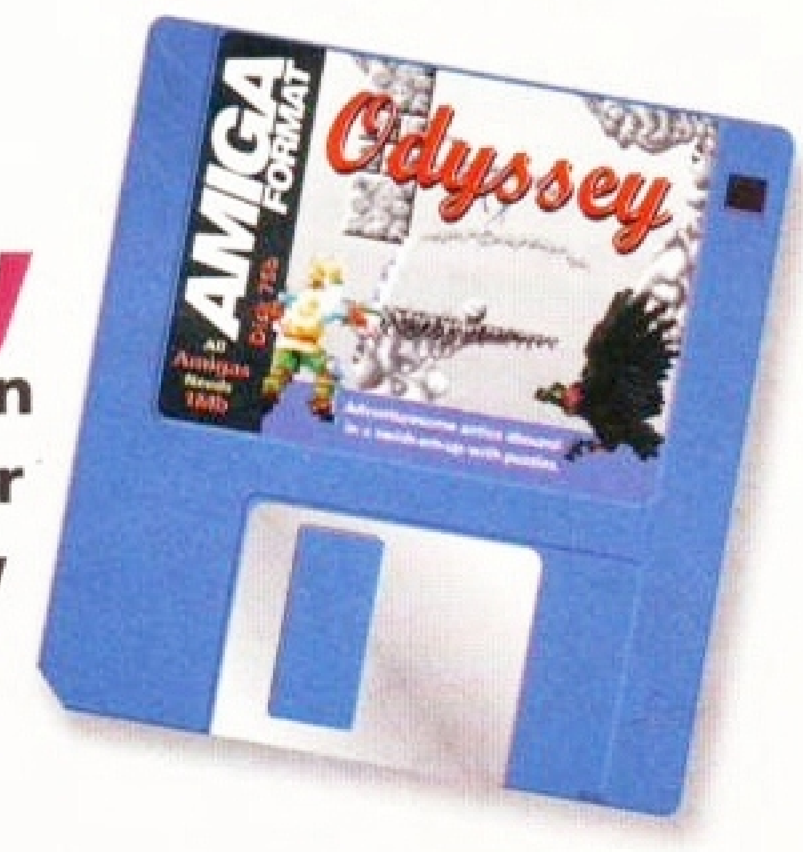
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Coverdisks: Complete *Tiger Cub* music package worth £60, plus a demo of Binary Asylum's fabulous helicopter shoot-'em-up *Zeewolf*.

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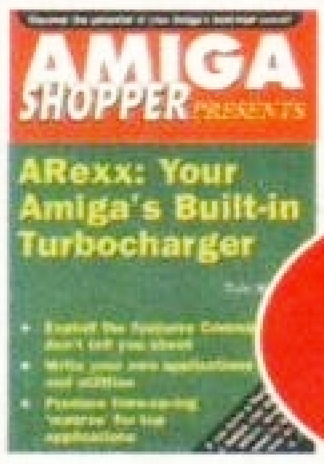
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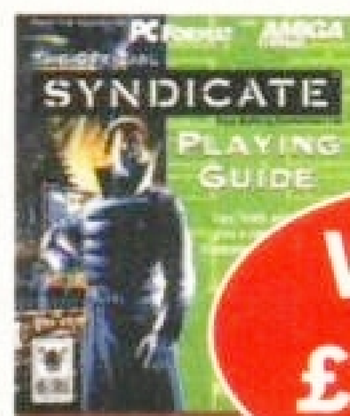
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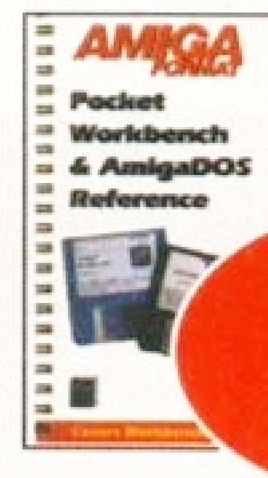
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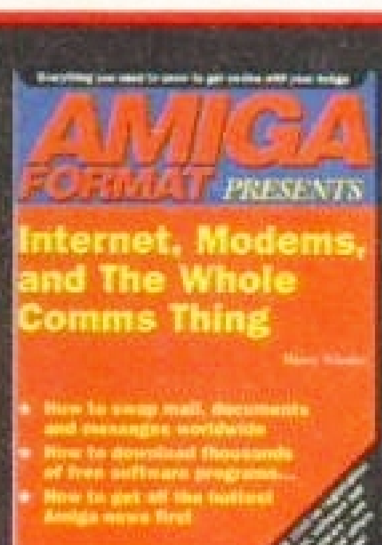
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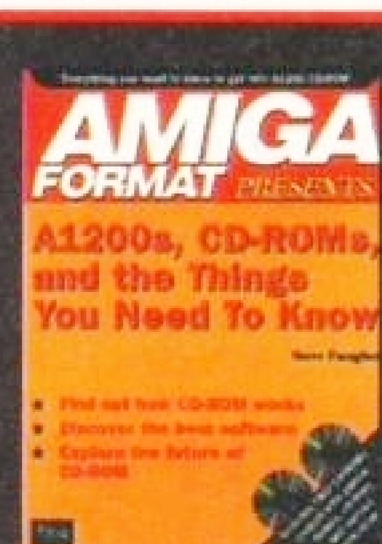
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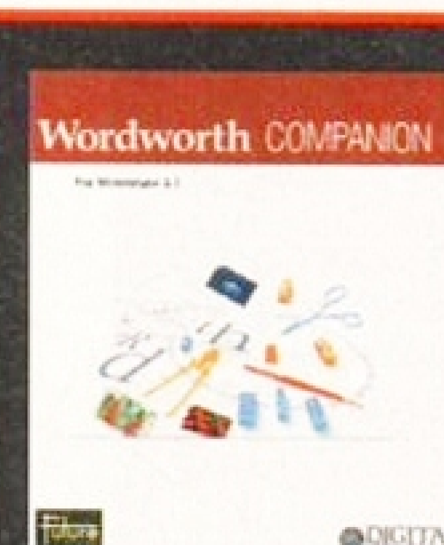
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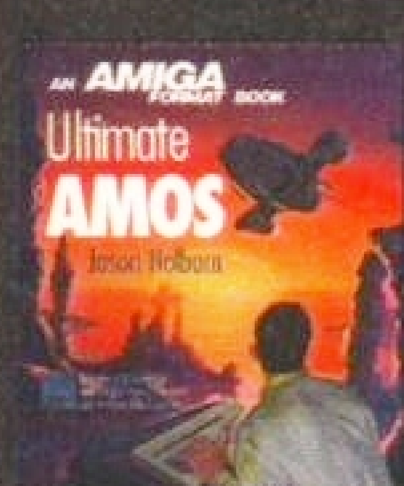
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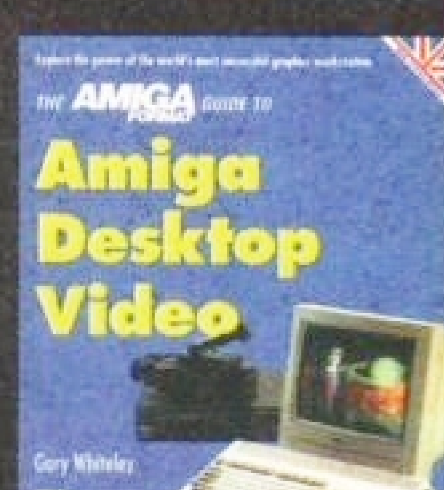
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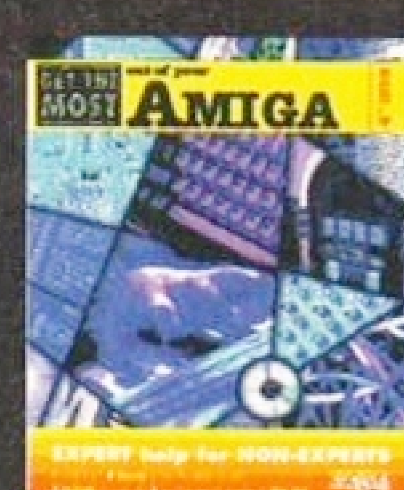
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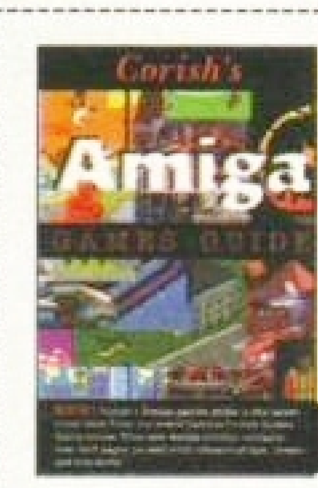
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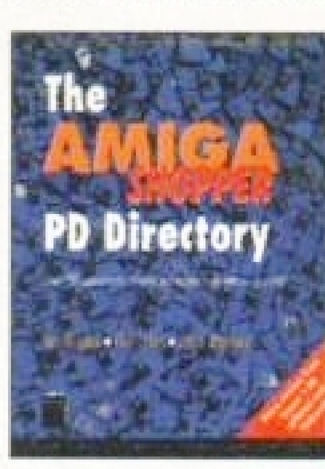
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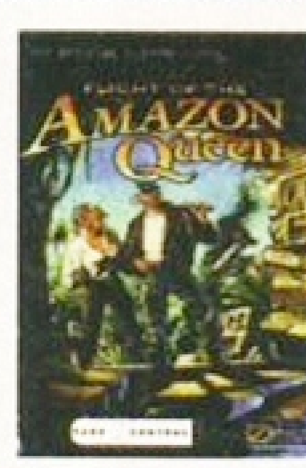
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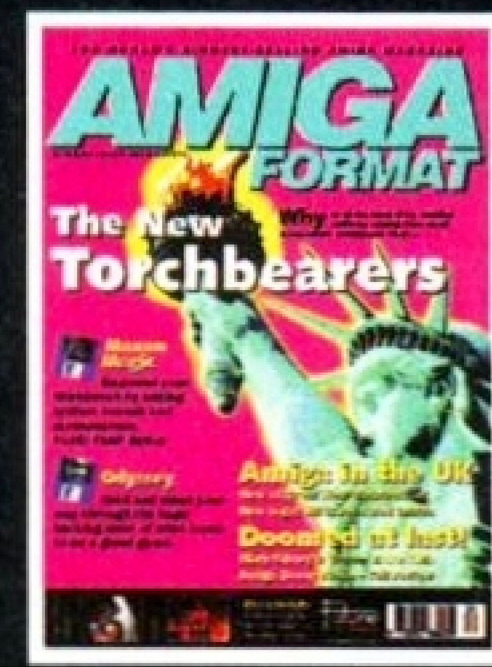


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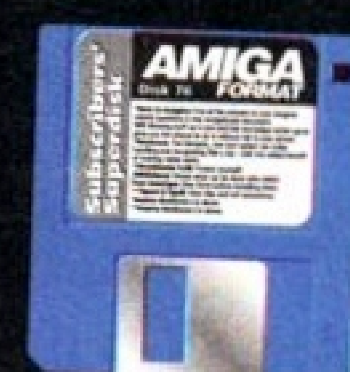


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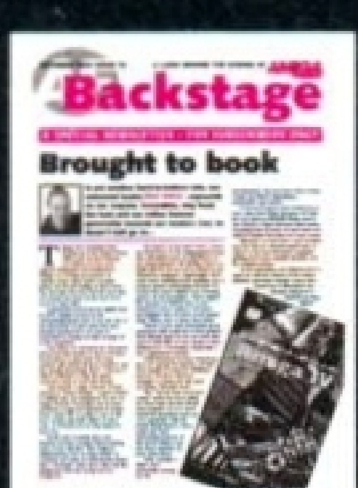
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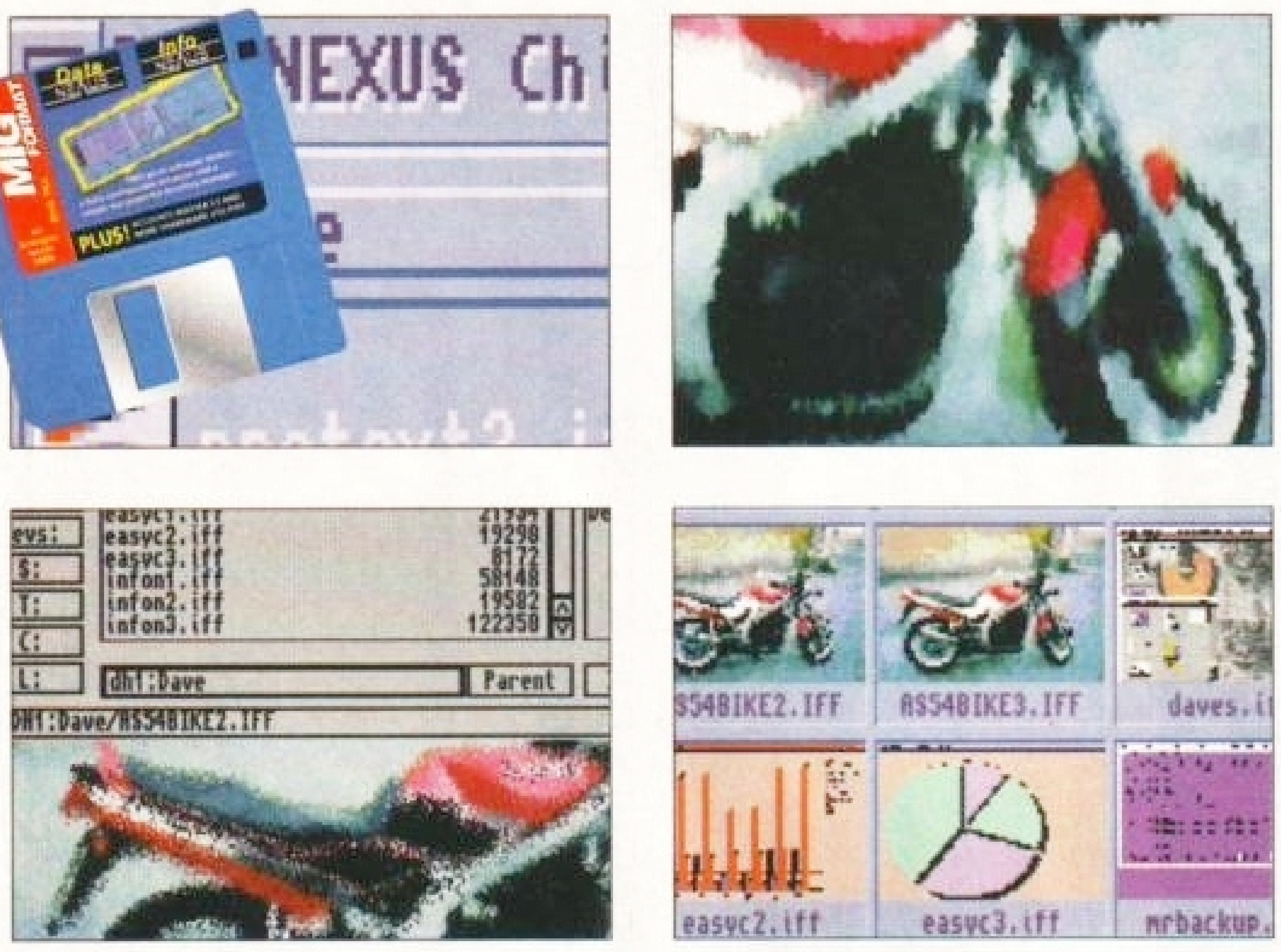
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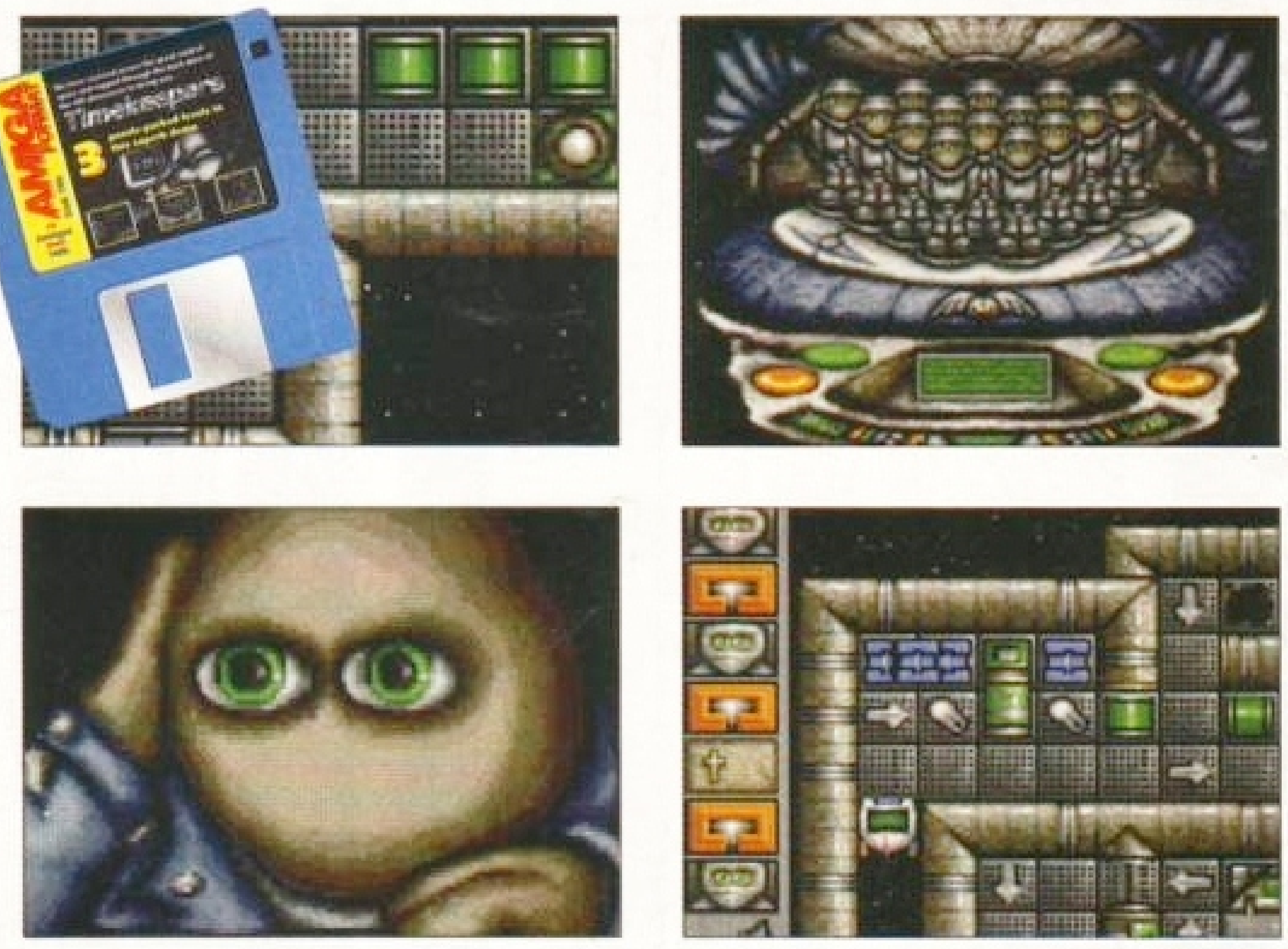
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Keep your files in order with *Info Nexus 2* and catalogue multimedia material with *Data Nexus*. Plus, six extra utilities!



A cross between Lemmings and Valhalla in a dark maze. Terrific, we said, let's put *Timekeepers* on the Coverdisk.



The first thing you have to be aware of is the total and utter stupidity of the little blokes you control.

HARD DISK INSTALLATION

Those of you who own hard drives can quickly and efficiently install our Coverdisk into a drawer of your own making.

It's just a matter of dragging the V and S files and the program icon itself into the required drawer and then wait a few minutes while the game installs.

TimeKeepers

Okay, okay, so we gave *Timekeepers* 65% in issue 74, but that was when Steve Bradley was Games Editor and he had first shout at which games were reviewed by his good self. Anything he didn't like the look of was thrown over to me.

Convinced that he'd possibly been a bit harsh on the game – he in the end described it as "Valhalla meeting Lemmings in a maze. In the dark". So, I decided to get hold of three exclusive levels for this month's Coverdisk.

Timekeepers, I'm sure you'll agree, is tricky, fiendish, a lot of fun and is indeed like "Valhalla meeting Lemmings in a maze". I'd go as far as to say that it's better than Lemmings full stop.

The first thing you have to be aware of is the total and utter stupidity of the little blokes you control. They must be commanded to do everything, using the block of control icons at the bottom of the screen.

Four of these are direction arrows which, naturally enough, are used to redirect the current path of any little geezer you choose to put in the way of it.

To familiarise yourself with the concept, click on one of the arrows and place it in the path of a Timekeeper. His direction will change if the arrow is contrary to his current travel path. Play about with the arrows until you're completely comfortable with the idea.



The briefing room for the Timekeepers. Yesterday. Probably.

To the right of the arrows, there are four control icons and three other icons. The four control icons, from the right, are: Wait, Jump, Operate and Fight. The three others are: Pause, Restart and Load/Save Game. The last of the icons is an eraser. It's found to the left of the direction arrows and can be used to erase any arrows or commands laid down in the play area.

To be successful, you usually have to select a 'trailblazer' to traverse obstacles such as locked doors, security droids and bridges. As such, prepare for a bit of frustration when you accidentally kill the trailblazer and find that some of the route he's already covered is no longer accessible. This is all part of the fun of the game and part of the learning curve needed for its completion.

***Timekeepers*, Steve McGill thinks, is tricky, fiendish, a lot of fun and is indeed like "Valhalla meeting Lemmings in a maze". He'd even go as far as to say that it's better than Lemmings full stop.**



Two 'trailblazers' are needed to successfully negotiate this particular level. Otherwise the bridge in the middle is going to lead to a nasty fall.

Patience and forward-planning, mixed in with a bit of coordination, lateral thinking and plain logic are all that's required. Check out the annotations, illustrations and screengrabs dotted around the page to obtain a better idea of how to negotiate the levels.

On the third level, rather than guiding the Timekeepers to the exit, you have to make them disarm four nuclear devices. This means that you need at least four Timekeepers alive from the previous two levels. The spanner icon instructs them to begin their disarming program.

Remember, that even if you've managed to get your trailblazer stuck, he is always recoverable. Kill him off after tripping a pressure-pad door and it's best to start the level again.

Finally, good luck in your endeavours. Let us know if we made the right decision by putting *Timekeepers* on the Coverdisk. I certainly had a lot of fun playing it while putting the instructions together. Bye.



"Platoon Ready" bellows the invisible voice. This is the whole of level one in its entirety. Makes the little geezers look paltry in comparison, doesn't it?

Info Nexus 2 and Data Nexus overleaf ➡

THE TWELVE COMMANDMENTS



FROM LEFT TO RIGHT:

ERASE – Remove command icon from play area.

UP, DOWN, LEFT, RIGHT – Direction arrows to redirect any of the Timekeepers you choose.

CLOCK- Instructs the Timekeeper landing on it to wait for a set period. Once that period's up, he goes about his original business.

FOOT – Commands the Timekeeper landing on it to jump. This can be over various obstacles and holes.

SPANNER – Action icon. Timekeeper will Pull levers, push buttons etc. on anything that's in front of them.

AGGRESSION – Engage in a fighting match with the various droids dotted around the levels.

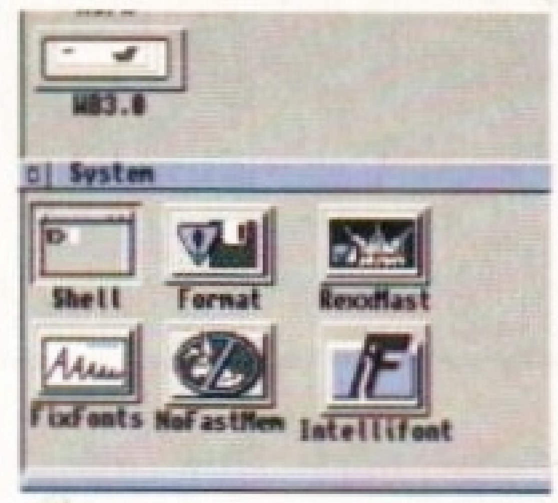
ZZZZ – Pause the whole game.

RESTART – If you lose your trailblazer and can't complete the level, use this icon to restart the level.

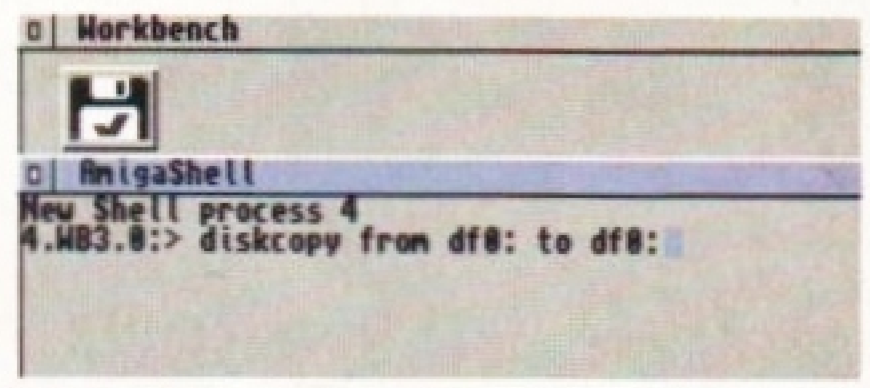
DISK – Load/Save new and old levels.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

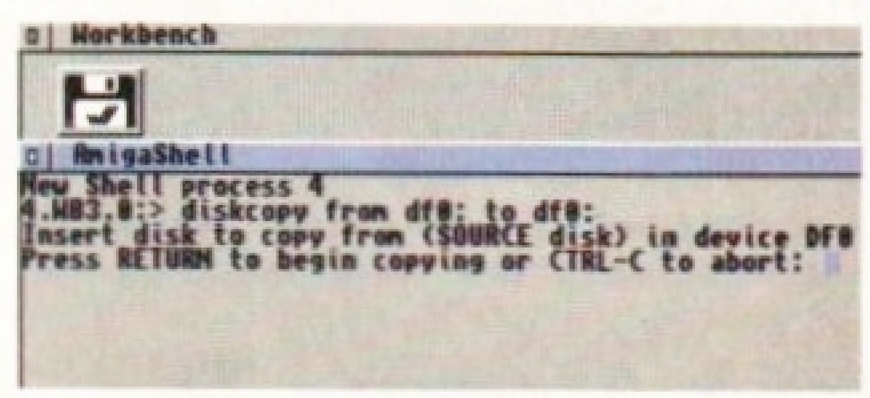


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

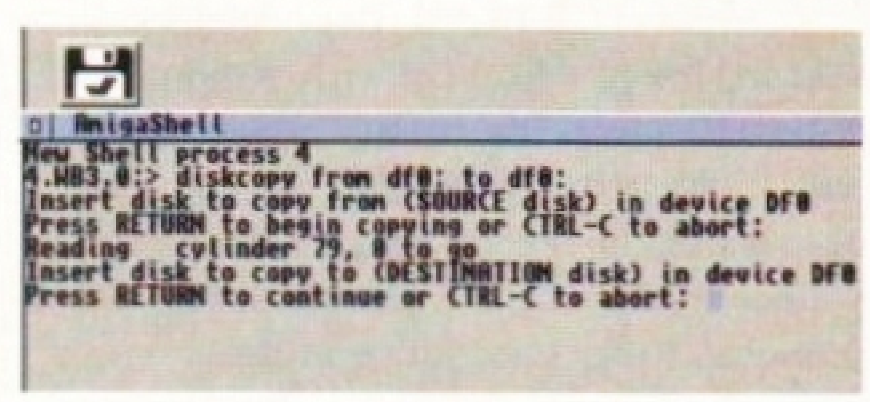


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

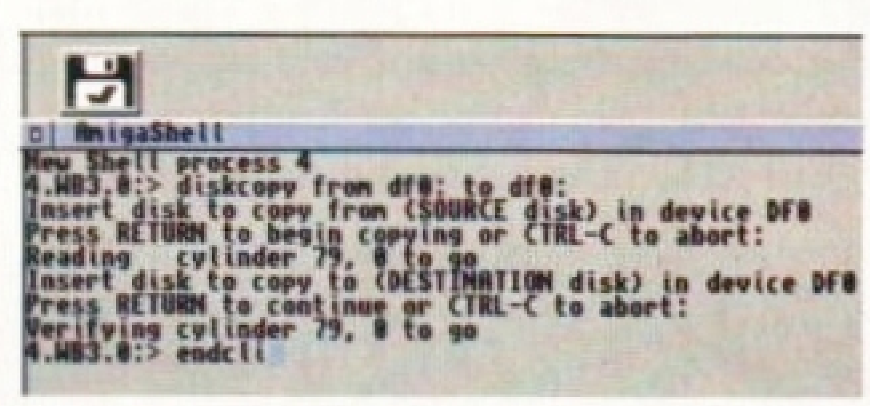
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.

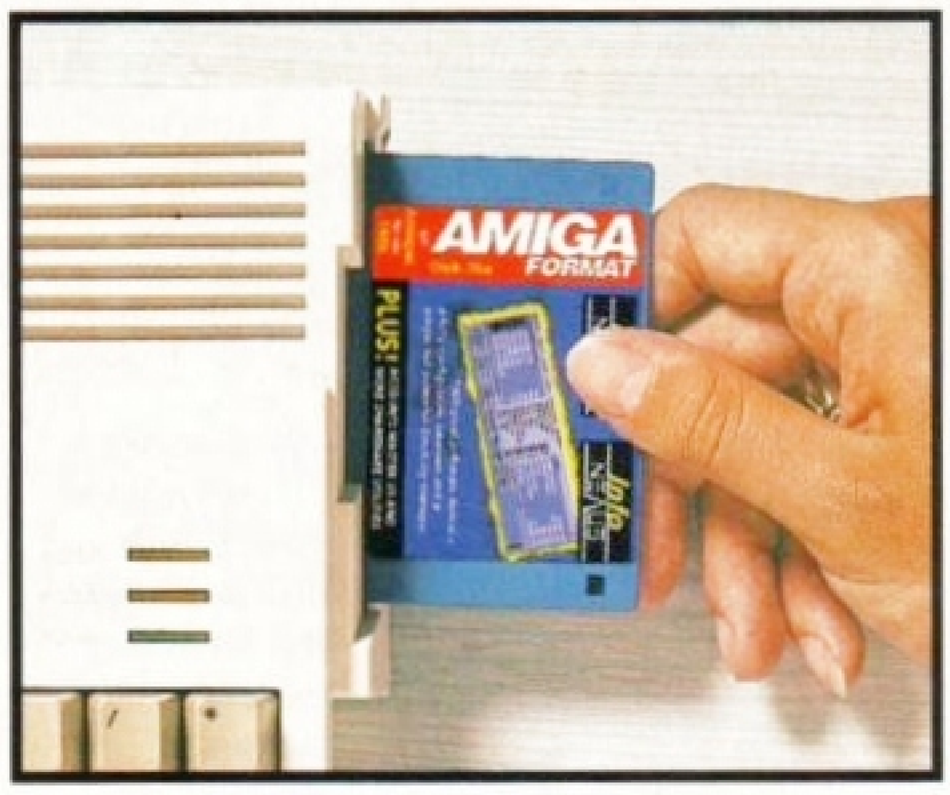


5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

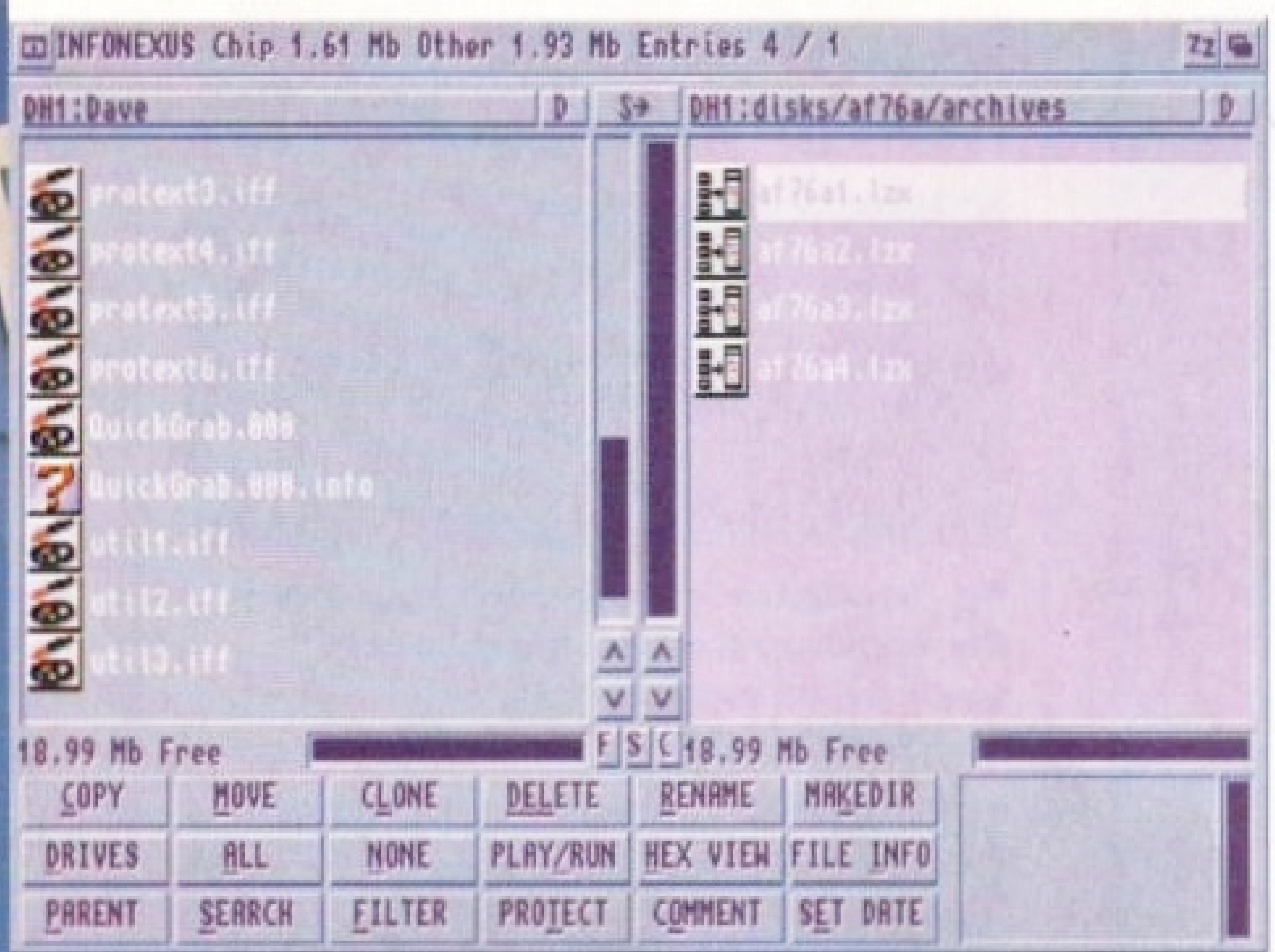
We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

***Amiga Format* (insert name of disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT**

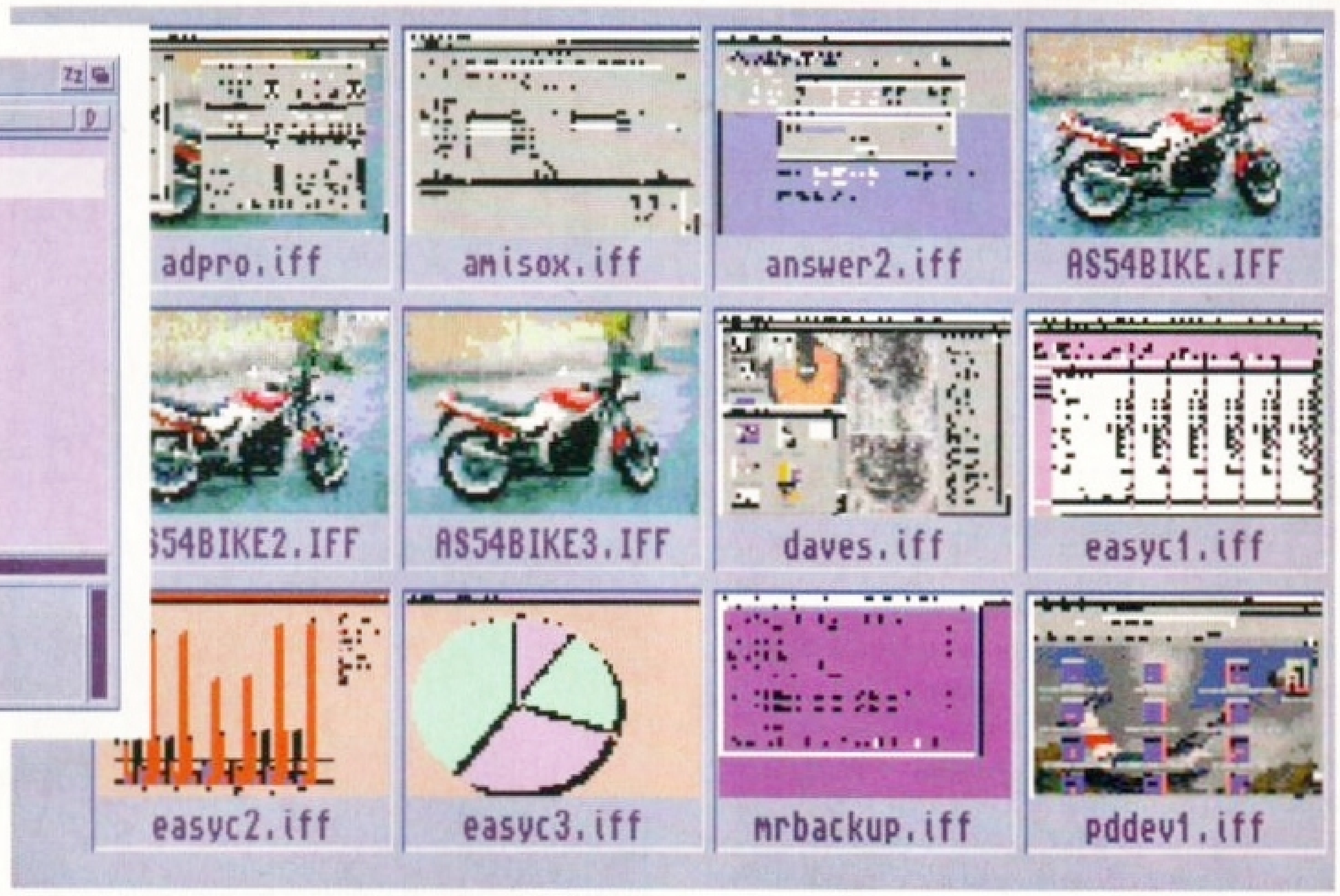


Info Nexus 2

Two great and fully usable demos and another six essential utilities await you this month. From a file manager and database for multimedia, to an accounts package, David Taylor introduces the programs.



The main *Info Nexus 2* screen with the all-new icon system that allows your to see file types instantly.



You can build an index to pictures in a directory. Double-clicking on a thumbnail will then display it, using *Info Nexus's* internal viewer, as demonstrated with the pic below.

Info Nexus 2

Optonica developed *Info Nexus* for their own use when dealing with the huge number of files they store for the creation of their renowned CD-ROMs. Because it has been developed for practical use with multimedia, *Info Nexus 2* has an immediate versatility to users. Unlike many file managers, you don't have to spend hours configuring the program to your needs before you can use it. Of course, that doesn't mean you can't edit the configuration, because you can, but you may find that you never need to go that far.

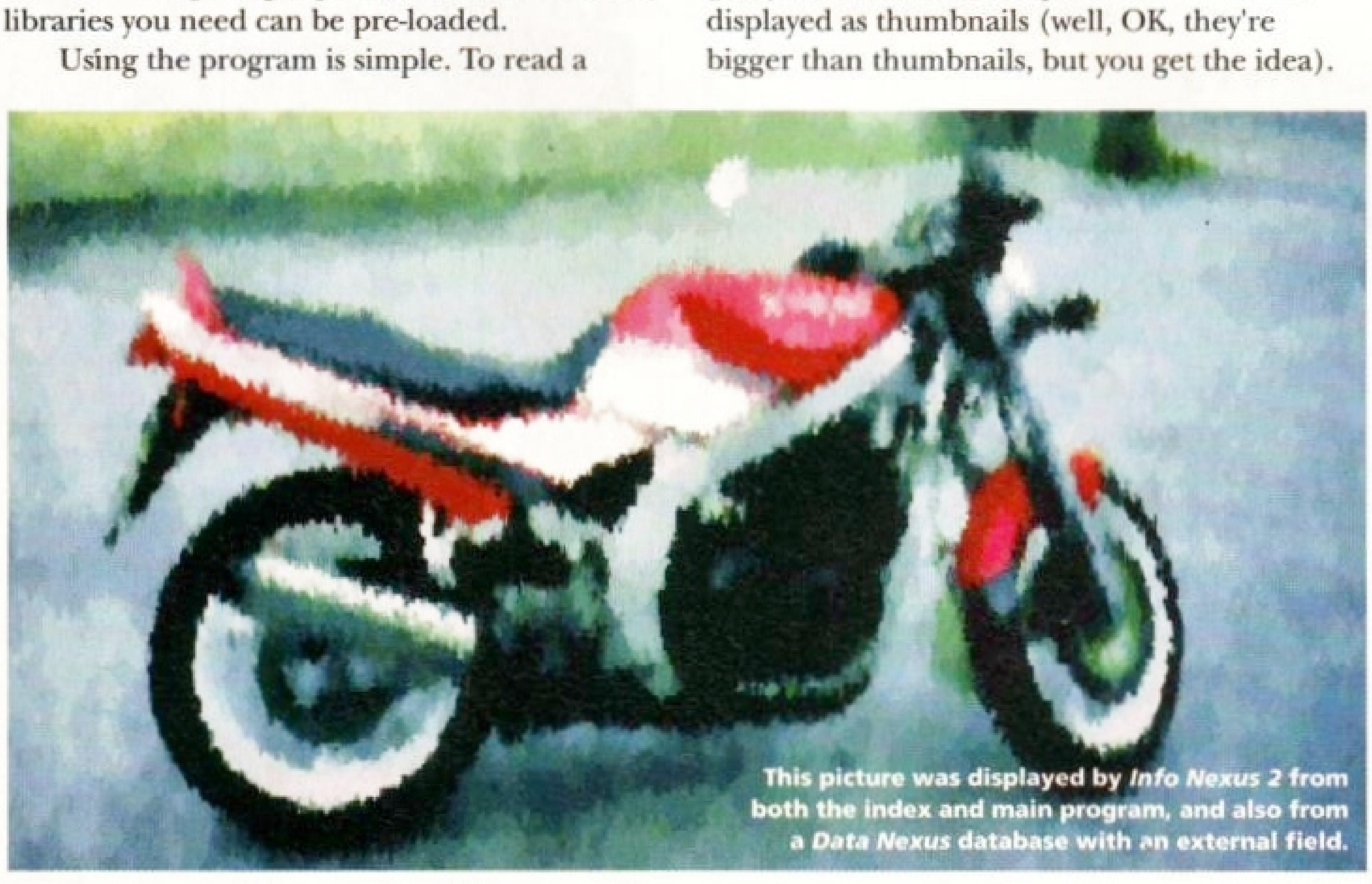
To load the program, you just double-click on its icon. If you are a Workbench 1.3 user, you need to click on the Workbench 1.3 users icon before loading the program, so that some of the libraries you need can be pre-loaded.

Using the program is simple. To read a drive, click on one side of the screen; a list of the drives will appear and you can select one. If you want to read a different drive, click on the Drive button to get the list of drives back. To move through directories, you can double-click on them, or click at the edge of the screen to move back up a level. Note that the icons show you what type of a file you are looking at.

To perform the standard action on a file, double-click on it. This way you can display pictures, read text, view icons, examine archives, etc. One of the great new features is the Image Browser, which will catalogue a directory and give you an index of the pictures it contains, displayed as thumbnails (well, OK, they're bigger than thumbnails, but you get the idea).

To try this, select a directory with pictures in it and choose Image Browse from the Media menu. When you see the renditions, you can scroll through them and double-clicking on an image will show you the full image. Pressing the left button returns you to the catalogue screen.

In this version, some of the menu items have been disabled; read the documentation for more information. If you have a problem with the program, press the Help key on the keyboard.



This picture was displayed by *Info Nexus 2* from both the index and main program, and also from a *Data Nexus* database with an external field.

Data Nexus

Now packaged with *Info Nexus 2* is *Data Nexus,* Optonica's Database. This program could be described as a "multimedia database". As you'll see from one of the example databases included, you can link text to other media, like sounds, and clicking on the filename will let you hear the sound. It makes the job of cataloguing multimedia material a lot easier.

Loading the database is identical to *Info Nexus 2,* so Workbench 1.3 users should remember to pre-load the libraries (unless they've already done it for *Info Nexus 2*).

As with *Info Nexus 2,* it's incredibly easy to use. Once you've had a look at the examples, try making a database of your own.

Select New from the Project menu, then click on Add at the bottom of the screen to enter you first field. You can choose the type of entry (starting with simple text is easiest), and can then design the screen by choosing the size and position of the field's box. You can even make a box with a scroll-bar so that more text can be entered than otherwise possible.

and Data Nexus

YOU CANNOT BE SERIOUS!

But we are. There's even more stuff packed on to the Coverdisk. Yes, really! Perhaps I should stop wasting valuable space and just start telling you about the six extra utilities on this month's disk.

ACCOUNT MASTER (WB1.3+)

Being skint is no fun. Judging by my bank balance, I am in a perfect position to say this without being contradicted. There are two solutions. The first involves breaking laws and spending years in prison, while the second just requires this program and some planning.

This program will help you keep track of your finances. There is an example-account to take a look at, but starting your own is easy. Select a new account and then update account from the Update menu. All you need to do is put in a Balance Forward credit to enter your starting balance. Then you can add any credits and debits, as well as any direct debits and standing orders, which will automatically be deducted as appropriate.

CLASS ACTION (WB3+)

Do you find your Workbench a little below par? *Class Action* can help change all that. You can choose any directory and select files. The program will examine the type and offer you a choice of actions, whether it is executable, or viewable. There's very little you can't do, thanks to its configurable nature. You can even make use of external programs to act on files. Note that you do need to install the program, so that it can find the preferences.

CHRONICLE (WB2+)

This is a text-based database that is designed for everyday use. You can design the layout and number of fields for your database. As you'll see when you load it, it has already been laid out for use as an Address-Manager. One of the little additional features is the inclusion of Post-It! notes, so you can leave yourself messages.

Running *Chronicle* from the IconX icon will ensure you can use the on-line help, which will make your life easier.

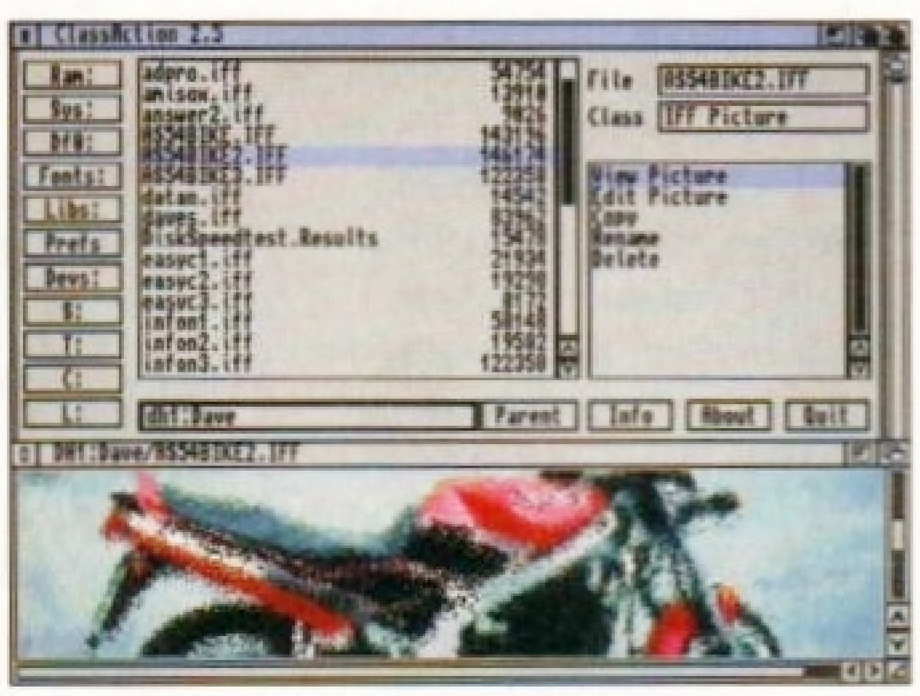
MAGICWB 1.3 (WB1.3)

Until now Workbench 1.3 users have been denied the use of Magic Workbench. This program will change the OS1.3 from 2 bitplanes (4-colours) to 4 bitplanes (8-colours).

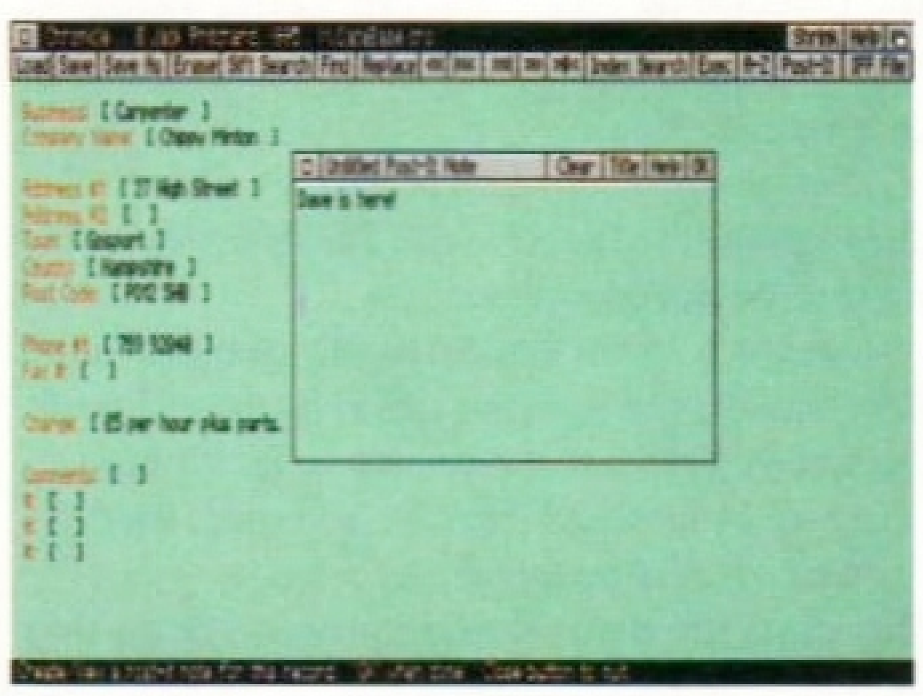
Hey presto! You can start to use Magic Workbench. Also included in this directory are a few other utilities, such as *IconFix* to make your icons appear like those on WB2+.

SLEEPING POINTERS (WB3+)

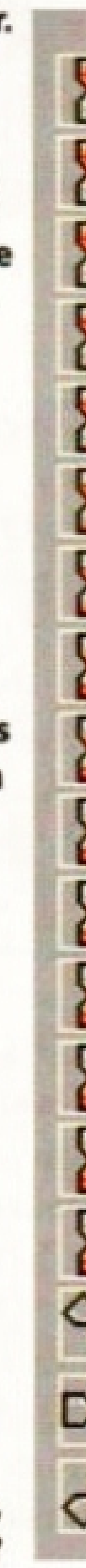
This is a cool little program to get rid of that boring busy pointer. It will change it to a great hourglass that spins as it works. The *Patch Pointer* program, which is also included, will make this programs work with programs that were written before WB3. I like it!



CLASS ACTION allows you to perform many tasks directly from your Workbench.



CHRONICLE can deal with anything from simple address books, to much more complex catalogues.



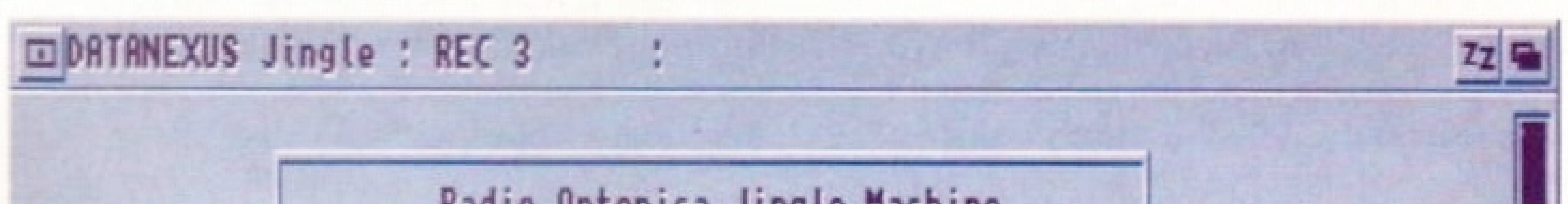
Why stick with a boring clock-pointer, when you can have this fun hourglass?

If you want one of your fields to be a picture or a sound, select external field and then, when you edit the records, you can choose the picture. When you go through the database, you find that clicking on the filename will perform much the same action as in *Info Nexus*, making viewing files very easy.

This demo version restricts only the number of files you can have in a database. The documentation tells you more and, like the *Info Nexus 2* demo, there is also a help file available by pressing the Help key.

INSTALLING YOUR DISK

To fit all these amazing programs on to one disk is no easy feat, so we've had to archive them. But don't worry, all you need to do is have three blank, formatted disks ready. Then boot the Coverdisk. When you are asked to insert a spare disk, do so. The first disk will contain *Data Nexus*, the second *Info Nexus 2* and some extra utilities, and the third will have the rest of the utilities. The unpacked disks can be accessed in the usual way by booting your Workbench. Workbench 1.3 users should make sure you've read the info about *Info Nexus 2* and *Data Nexus*, so that you can load them without problems.



The *Data Nexus* program comes with an example database that is linked to samples, but you'll find it easy to set up your own for anything, including pictures, sounds, modules, archives. You name it...

AMIGA FORMAT COVERDISKS

GOT A PROBLEM WITH YOUR COVERDISK? CALL 0191 584 0682 (MON-FRI 2PM-6.30PM)



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (*AF71*)

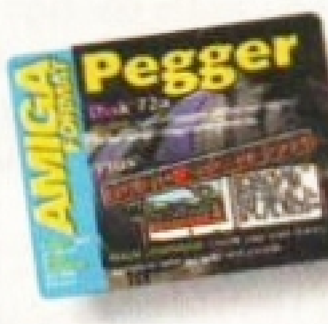


Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone. To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk. Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

PEGGER & MAGIC STORYBOOK (*AF72*)



In the magazine we tell you to name one of your blank disks Pegger_Demo, but this is wrong – it should be called Pegger.

When you are prompted to "Please Insert Magic Disk", this does *not* refer to the *Magic Storybook* Coverdisk, but the formatted disk you have named Magic.

People with some 1.3 machines can't decompress the disks. *Magic Storybook* works, but it *has* to be decompressed:

Amiga 1.3 with two drives: Boot up with the Coverdisk in the internal drive, put your blank formatted disk in the external drive. When being told that RAM can't be accessed, type:

lzx -x -F x magic.lzx df1:

This starts the de-crunching process. Once that has finished, type: install df1:

Single drive 1.3 Amiga: Boot with your Workbench disk, go to the System drawer and start the CLI tool. Make sure you have your formatted disk called Magic. Write-protect your Coverdisk and Workbench disk. Now, type the following, swapping disks as requested:

```
copy af72a:lzx RAM:
copy af72a:Magic.lzx RAM:
copy af72a:c/install RAM:
cd RAM:
```

Remove Workbench and insert the blank disk. If, after entering the next line, a requester asks for Workbench back, click on Cancel.

```
lzx -x -F x magic.lzx magic:
install df0:
```

Now reset the machine. *Magic Storybook* will now load and run.

DATASTORE (*AF68*)



Although not mentioned on the disk, *Datastore* needs *at least* Workbench 2 to work, as do the majority of serious Amiga software nowadays.

For around £90 you can upgrade to the latest version, (3.1). If you think that's too much to spend on an ageing A500, there is another option. Most dealers will replace your Kickstart 1.3 ROM with a 2.1 ROM for less than £30.

If you fancy doing it yourself, 2.1 Kickstart ROM chips can be bought from mail order for as little as £22. A small price to pay to bring the machine into the Nineties.

MORE MAGIC FOR MAXON – AND SOME OTHER GREAT OFFERS TOO!

Yes, it does seem a bit too good to be true, but we have had so much response from our *Maxon Magic* Coverdisk that we have arranged some special deals with HiSoft to let you get the best out of this amazing software. If you want more samples or screensavers, or want to make your own, check this out...

Thank you so much for being so kind to me. Please can you rush me the following fine products:

Product	Price	Offer	
Maxon Magic + More Maxon Magic	@ ~~£44.90~~	£19.95	❍
Megalosound 8-bit sampler	@ ~~£34.95~~	£24.95	❍
Aura 16-bit sampler *(A1200/A600 only)*	@ ~~£99.99~~	£75.00	❍

Post & Packing – for one item £3 ❍ two or more items £4 ❍

My name and address is: ....

....

.... **Postcode** ....

And I will now post this, with a cheque or postal order made payable to HiSoft Systems and send it to: HiSoft Systems, The Old School, Greenfield, Bedford MK45 5DE. Alternatively, I will just use my credit card by calling 01525 718181.

MORE MAXON MAGIC

This set comprises the full *Maxon Magic*, the manual, and even more screensavers and samples to fully customise your Amiga.





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One of the best sound-samplers on the Amiga, it will allow you to create more effects for *Maxon Magic*.

AURA 16-BIT SAMPLER

This PCMCIA-sampler delivers 16-bit CD-quality samples for those who want the best. This stereo-sampler offers OctaMED 6 support and many other features.



Liana

Are you in need of a fast and easy connection between two Amiga's? Liana, the low-cost network solution, is exactly what you want! Just plug it in, install the software, and it runs! Nothing could be easier than that. Liana is the network solution for those with a small budget and big needs. You can even share your hard drives and printers.

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- Includes Commodore's Envoy networking software
- English manual
- automatically reconnection after (re-)booting without new startup
- Every machine usable as server and client

£ 64.95

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Picasso II RTG, the graphics board all others are measured against:

- Graphics board for all Amiga's with Zorro-Bus - Workbench driver to retarget all programs and WB to the Picasso
- Supports up to 256 colors with WB3.1, even on A2000 and A3000
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- HiColor (16Bit) and TrueColor (24Bit) graphics: 16M colors!
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- Allows connection of any VGA or Multiscan monitor
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- Black borders gone forever, takes full advantage of monitor's capabilities
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- Monitor-File compliant with System 2.x or higher, resolution selectable using screenmode requester
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2 MB
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The video module, Pablo, expands your Picasso II with two new video outputs. Using the Pablo, you can view your Picasso output on any TV or VCR. All with quality that you would only expect to see from broadcast video encoders. That is why the Picasso II video encoder module, Pablo, won in the (German) magazine 'Amiga Magazin' (issue 5/94) test for video encoders.

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- 5 floppy disks with drivers, animation demos and more
- 24Bit Animation program included
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- Easy installation of video modes

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- SANA-II compatible driver for ethernet and parallel port
- Hook up to two additional Amigas to the parallel ports with Liana
- 32KByte cache to support CPU
- Includes Commodore's Envoy networking software
- English manual



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- Index-file for quicker reloading of animations
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AF GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, follow these *Amiga Format* guidelines:

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2 Always read the small print on advertisements.

3 Beware companies that do not include their address on their adverts. Avoid companies which do not answer or return your calls.

4 The best method of payment is by credit card. If ordering goods of more than £100 in total value, you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash and avoid postal orders.

6 Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering over the telephone, always double-check the price.

7 If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the name of the mail order company.

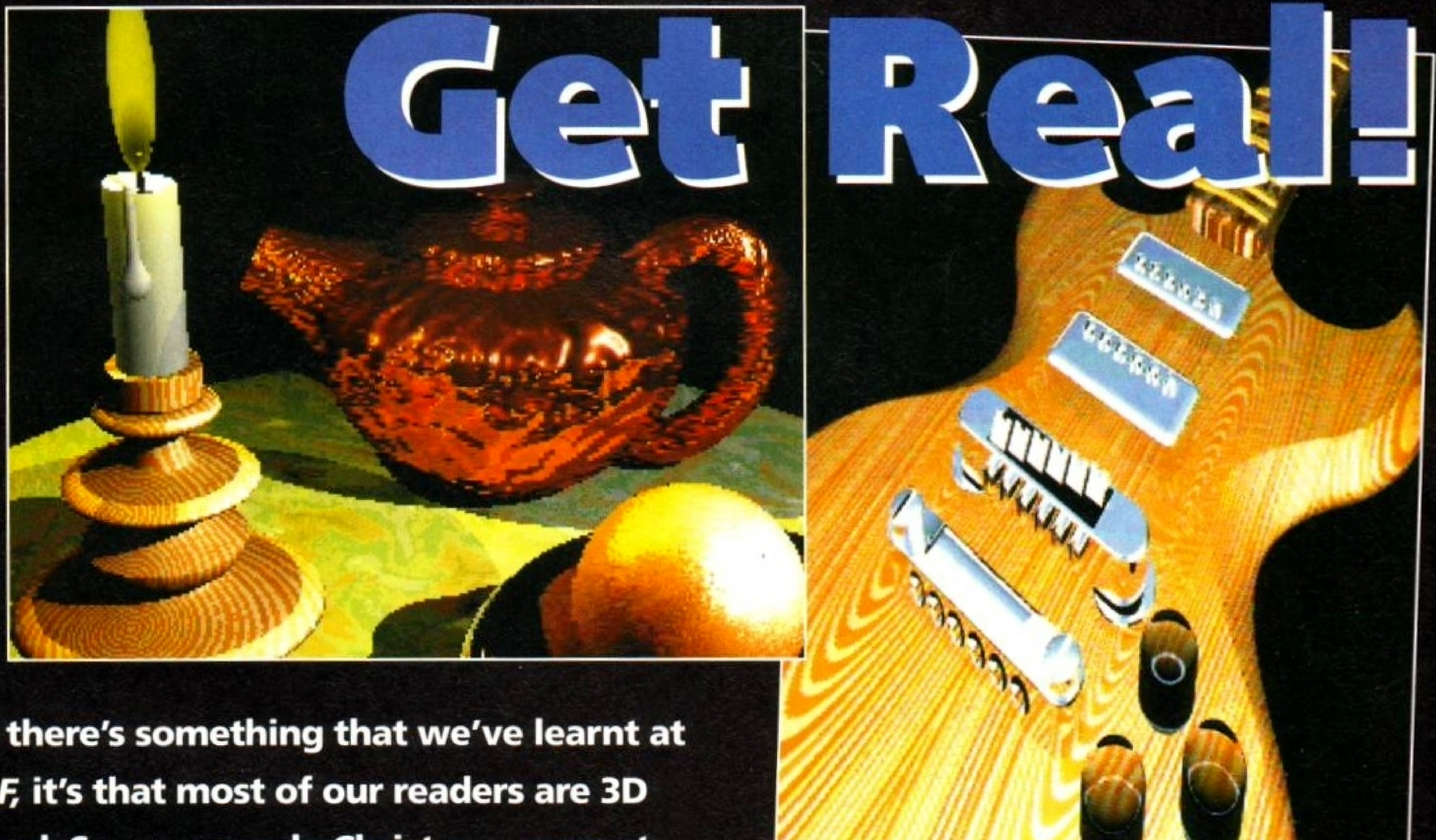
8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of *Amiga Format*.

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If there's something that we've learnt at *AF*, it's that most of our readers are 3D mad. So, as an early Christmas present, we've got a great surprise for you:

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Issue 77

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AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



Who hasn't had daydreams about getting stuck in a lift with an Amiga, a pile of games and Arnie...? Well, I haven't, actually!

The idea behind this page is that we ask you a question and print the replies in a forum format. We then send our correspondents an *AF* sweatshirt for their trouble. Because of the hectic schedule magazine-publishers impose on their writers, could I ever-so-politely ask you to get your responses in earlier? Sadly, the majority of this month's replies were to last month's question, which is rather frustrating. Anyway, the question we wanted answered was:

"You're locked in a lift for a weekend with your Amiga, a two-player game, and a companion. Who would you choose to share your confinement with and what game would you like to have with you?"

Kathy Danby started her response with a stern reprimand for me, for having the audacity to make a flippant comment in a previous Forum, questioning whether "girls" used Amigas. I'm not going to print that bit, though. Her actual answer was:

"I can think of much more appropriate places than a lift to be stranded with an Amiga for the weekend. I daren't tell you who my companion would be, on the grounds that it would embarrass him. Well, I have to think of what would happen if we had a power-cut.

As to the game, I like word games, so it would probably be *Scrabble*. There's also the possibility it could be *Monopoly*, or maybe even *Battleships*. I've also recently played *The Pyramid Game*, which is rather fun. On the other hand I could take *Lemmings*, but I imagine a weekend with those little critters, whoever the human companion was, would be guaranteed to drive you completely bonkers. Still, if all else failed, I suppose we could always amuse ourselves by discovering who could make the Say utility in Workbench say the silliest things!"

Kathy said a lot of other things too, including suggesting we substitute her *AF* sweatshirt with a 4000/40, which I'm sure won't be a problem.

Wayne Parsons of Sebastapol would choose Microprose *Grand Prix* with Damon Hill as his guest: "So I could teach him the finer points of keeping a car on the track. If I was allowed two Amigas, and a suitable link-cable, I'd also consider *Stunt Car Racer* which is probably the best two-player racing game on the Amiga. Isn't it time they did an update of that? A course designer and AGA graphics, written specially to run on the faster Amigas would be *way* cool."

Indeed, it would. Perhaps Wayne would be better off with Geoff Crammond as his companion, and he could stand over him until he wrote it.

My companion would be Arnie.

Nick Donnelly of Ely in Cambs. submitted a fine example of lateral thinking: "My companion would be Arnie as he is probably strong enough to prise the doors open. The game would be *Monkey Island 2*, as it has a large number of disks. These could be used to wedge the door open while Arnie and I do a runner. When I got home I would play *Super Skidmarks* for the weekend with Arnie and six other friends (I saved the multi-player game to play, because wedging the door open with it would be a waste). *Monkey Island 2* is already on my hard disk – you didn't think I would leave my only copy in the lift, did you?"

Finally, from a bitter Stewart Jones

I have to think of what would happen if we had a power-cut.

of Leicester: "*Rise of the Robots*. And the guy who approved its release, as I spent over £40 of my Christmas-money on it."

For next month, can I ask *AF* readers to consider the following:

"Now that so many publishers are putting their efforts into developing so-called interactive movies, which existing film would you like to see re-made as an interactive movie for you to star in on your computer?"

Something wholesome, like the *Sound of Music*? A shoot-'em-up, such as *Robocop*? A made-for-flight-sim-conversion epic along the lines of *The Battle of Britain*? Or something a little more, er, steamy? Whatever, please share your thoughts with us.

The best answers will be printed in a future edition of Format Forum, and will win their authors an *AF* sweatshirt.

To participate in this particular Forum, please write to:
Format Forum, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW within the next two weeks. Alternatively, you can fax me on 01633 896087.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person.

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by phone every Tuesday between 10.30am and 5pm.
- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

WORKBENCH: We'll answer technical problems in the mag. If you have any advice or tips, send them in and you could win a prize.
Workbench, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice.
Steve McGill, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard.
'The name of the competition', *Amiga Format*, 29 Monmouth St, Bath BA1 2DL.

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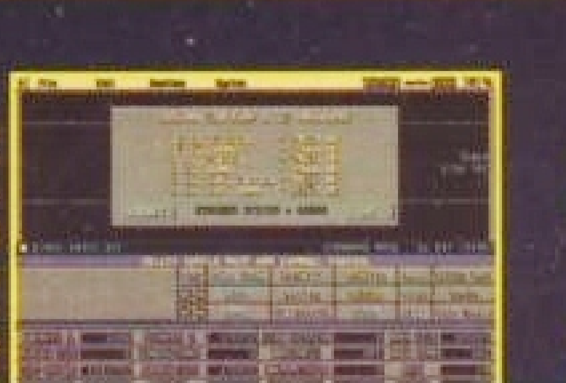
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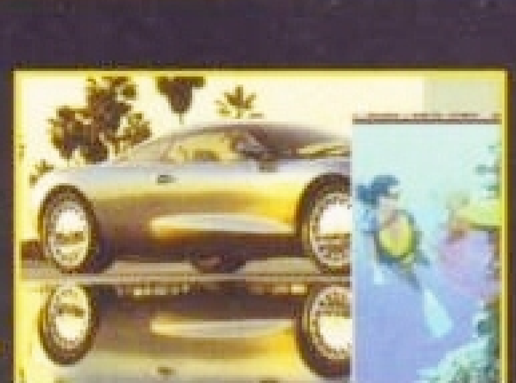
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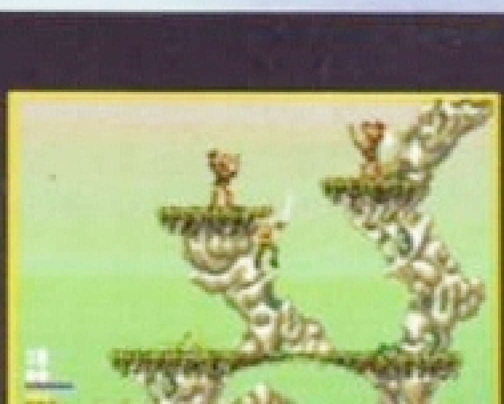


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